

WIN A
TURBO
CD-ROM!
See pg. 72

EXCLUSIVE LOOK AT GAMEBOY TO NES CONVERTOR

NINTENDO · SEGA · TURBOGRAFX · GENESIS · GAMEBOY · LYNX · ARCADES ·

ELECTRONIC GAMING MONTHLY

NUMBER 17

THE SIMPSONS™

SIMPSONS™ SPECIAL!!
EGM *Preview*s the NES
Cart from Acclaim and
Pinball From Data East!

DON'T HAVE
A COW, MAN!

\$3.95/\$4.95 Canada/£2.50
December, 1990



In This Issue:
GHOULS & GHOSTS 3 ·
TMNT 2 · MADDEN
FOOTBALL · DYNAMITE
DUKE · SUPER STAR
SOLDIER · RYGAR

THE SIMPSONS™ and © 1990 Twentieth Century Fox Film Corporation. All Rights Reserved.

A WHOLE NEW WAY TO GET REALLY WILD & CRAZY!

PAC-MANIA™

NEW!
FOR PLAY
ON NES!

PAC-MAN IN 3-D!

Play PAC-MAN like you've never played before — *in spectacular 3-D!* That's right, everything comes alive in PAC-MANIA®. The lovable ghosts glide through the air. Dots and energizer pellets hang in midair. And Pac-Man gets a new power: He can *jump* up and over ghosts! You'll love the new challenging mazes — they come in so many mind-boggling shapes, they'll turn you into a certified Pac-Maniac!

ORDER TODAY!

VISIT YOUR
RETAILER OR CALL
TOLL-FREE WITH
VISA/MC:

**1-800-
2-TENGEN**
(1-800-283-6436)

Tengen's products
are designed and
manufactured in
USA by Tengen.
They are not
designed, manu-
factured, sponsored
or endorsed by
Nintendo®

PAC-MANIA: TM Namco, Ltd.
©1990 Tengen, Inc.
Nintendo and Nintendo Entertainment
System (NES) are trademarks of
Nintendo of America, Inc.

TENGEN
ARCADE HITS THAT HIT HOME

SKULL & CROSSBONES™

The swashbuckling time of your life!

**NEW!
FOR PLAY
ON NES!**



You've always wanted to be a swashbuckling pirate, sailing the high seas, journeying to the ends of the earth, exploring ancient castles and caves for precious booty. And if there's a beautiful Princess to rescue from an Evil Wizard and his nasty underlings, so much the better. All this — and more — are

yours to enjoy when you and a friend play **SKULL & CROSSBONES** on your Nintendo® It's the most excellent adventure of your life!

**ORDER TODAY! VISIT YOUR
RETAILER OR CALL WITH VISA/MC:
1-800-2-TENGEN (283-6436)**

TENGEN
ARCADE HITS THAT HIT HOME

Tengen's products are designed and manufactured in USA by Tengen. They are not designed, manufactured, sponsored or endorsed by Nintendo®

Skull & Crossbones, TM Atari Games, licensed to Tengen, Inc. ©1990 Atari Games, Nintendo and Nintendo Entertainment System (NES) are trademarks of Nintendo of America, Inc.

C O N T E N T S

ELECTRONIC GAMING MONTHLY

DECEMBER, 1990

16

△ **REVIEW CREW** △

All-new titles for all the systems get the multi-review treatment in this month's edition! We review Silver Surfer, Caveman Games, Werewolf, Dizzy, Joe Montana Football, Castle of Illusion, Dynamite Duke, Final Zone, John Madden Football, Burai Fighter and Rygar! What a round-up!

25

△ **GAMING GOSSIP** △

Count on Quatermann to give you the straight scoop on what's up and coming from the world of electronic gaming! The big Q puts an end to an old myth and lists tons of new games on the way in this month's installment!

28

△ **EG EXPRESS** △

Get the first look at the latest in Nintendo expandibility! EG Express brings you the first pix of a hot new item that will let you play GameBoy games on your standard NES console! Also get the final specs on Sega's upcoming super CD-ROM player and a list of some of the hot new games being developed for it!



32

△ **NEXT WAVE** △

Get set for photos of super games on the horizon like Metal Storm on the NES, Dick Tracy on the Genesis and more!

40

△ **TOP SECRET!** △

An all-new selection of hot tips and tricks that are guaranteed to take your scores over the top. No matter which system you own, we've got the secrets you need to win big!

48

△ **INTERNATIONAL** △ **OUTLOOK**

EGM busts open the first photos of even more Super Famicom titles still in development, including Ghouls and Ghosts 3 from Capcom! Also look for new Sega 16-Bit entries like Thunder Force 4 and more!



54

△ **ARCADE EXPRESS** △

Get a sneak peek at our cover story game - The Simpsons pinball from Data East! In addition to learning the ins and outs of this super new pin, get to know the men behind the machine including Matt Groening, the mastermind behind the Simpsons's family!

56

△ **NINTENDO** △ **PLAYER**

Preview The Simpsons NES title from Acclaim, with special pictures of bad-boy Bart and the rest of the clan now in a cart! EGM also revisits TMNT-The Arcade Game!

62

△ **SEGA MASTERS** △

It was a blockbuster sensation on the Genesis, now find out how the 8-Bit version of Ghouls and Ghosts fares!

64

△ **OUTPOST:** △ **GENESIS**

Three sizzling 16-Bit titles in profiles that will blow you away! Check out Mickey Mouse in Castle of Illusions, the home version of Dynamite Duke, as well as John Madden Football from Electronic Arts!

70

△ **TURBO CHAMP** △

Blast into another galaxy for a shooter sequel without equal! Super Star Soldier explodes across the screens of the Turbo!

74

△ **ATARI** △ **ADVENTURE**

Rygar returns in his most explosive battle ever! Power-packed action on the go for Lynx fans!

76

△ **GAMEBOY CLUB** △

Previews of the brightest and best GameBoy games for the coming season. Check out Operation 'C' and more!

82

△ **SUPER PLAY** △

A new regular feature for EGM readers! Look to Super Play for the hottest in strategy guides and maps! This issue tackles the Ultima-Avatar quest, including locations of all the items you'll need to find!



TOHO CO., LTD.

GODZILLA[®]

GAME BOY[™]



Destroy all rocks
and advance to
the next scene!

Somewhere among 64 scenes
Minilla[™] is confined!



Licensed by



NINTENDO, GAME BOY AND THE
OFFICE SEALS ARE TRADEMARKS
OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.



TOHO CO., LTD.

2049 Century Park East, Suite 490,
Los Angeles, CA 90067
TEL: (213) 277-1081

FAX: (213) 277-6351
© 1990 TOHO COMPANY, LTD.

GODZILLA[®] is a registered trademark of TOHO COMPANY LTD.
MINILLA[™] is a trademark of TOHO COMPANY LTD.

I'll be back...
ON "GAME BOY"!!!

THE BIGGEST HIT IN FOOTBALL.

So you want a Genesis® game
with real impact?

Play John Madden Football™

A game as big and tough as
the man himself. Seventeen teams.



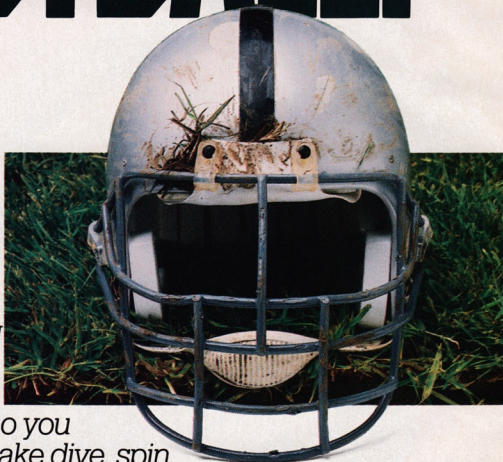
Each one blitzing
and scrambling
its way to Super Sunday. Each one
packed with pro caliber players who you

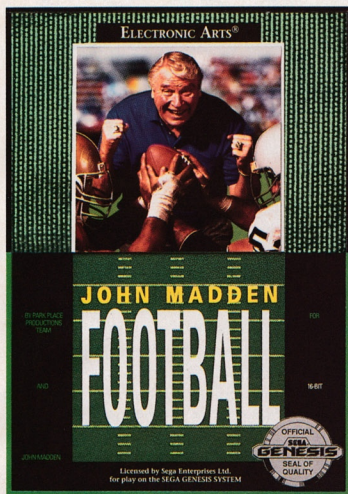
make dive, spin,
jump, block, and break tackles.
Just like the big boys.

Besides real moves, you
get real weather. Rain. Mud. Ice.
Snow. Wind. Adjust to the
conditions. Or take a beating.

Play on the all-Madden team with guys
who eat their lunch out of their helmet
and don't know the meaning of pain.
It's real mud and guts football.

It's fourth down and
you could boom one deep.
Or take your chances, take the punt,
and go for it. What a total kick.



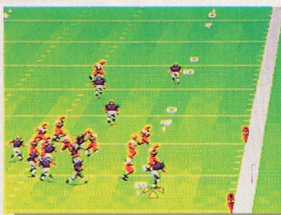


You can call more than 100 real plays, too, for complete, easy on-screen play calling. Pages ripped right out of Madden's play-book. Even audibles.

So everything's true to the game itself. Bone-jarring sounds of the trenches. Animation that will flatten you. Intense pressure. And half-time highlights and stats.



Make the right call from over 100 different plays. Keep the weather in mind and you'll put the game on ice.



Totally All-Pro moves that you control. Including spins, dives, jumps, and an end zone touchdown dance.



Now it can be Super Sunday any day of the week.

All the players have real attributes. You get guys with better hands. Guys who are faster. Even special short yardage units.

As the big man himself says, "Some guys aren't mudders. Some guys can't hold a block on grass.

That's real football.

That's in the game."

Think you can find a harder hitting football game? Get real.



ELECTRONIC ARTS®

Visit your retailer or order by phone. 800-245-4526 between 8 a.m. - 5 p.m. Pacific Time. John Madden Football is a trademark of Electronic Arts. Genesis is a registered trademark of Sega Enterprises Ltd.

ELECTRONIC GAMING MONTHLY

December, 1990

A SENDAI PUBLICATION

PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

SENIOR EDITOR

Ed Semrad

ASSISTANT EDITORS

John Stockhausen

Martin Alessi

Sushi-X

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Hideki Shikata

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Illustration

Pam Goldberg, Illustration

CUSTOMER SERVICE

Laura Benson

Cindy Polus

(708) 916-3133

SENDAI PUBLICATIONS, INC.

Jim Pullano, Financial Director

Ken Small, Financial Manager

Harvey Wasserman, Newsstand Director

Stephen Keen, Newsstand Manager

Marilyn Berger, Circulation Manager

ADVERTISING

Jeff Eisenberg

Eisenberg Communications Group

David Siller

Siller and Associates

Advertising Inquiries Call:

708-916-3133

DISTRIBUTED BY

WARNER PUBLISHER SERVICES, INC.

Bob Matthiessen, Executive Vice-President
Magazine Division

Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S.: \$19.95, Canada and Mexico: \$29.95, and all others by air mail only: \$80.00. Single issue rates: \$3.95. All subs go to 1920 Highland Avenue, Suite 300, Lombard, IL 60145. The editors and the publisher are not responsible for unsolicited materials or eye problems resulting from people trying to read this tiny type. No part of this publications may be reproduced without the expressed written permission of Sendai Publications, Inc.. Copyright 1990, Sendai Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride!



THE NAME OF THE GAME...

This month's cover story focuses on an exciting event within the world of electronic gaming - the arrival of the Simpsons' family into the arcades as a pinball game from Data East! This fantastic new flipper game was recently unveiled to the industry during the AMOA exhibition in New Orleans and we were there to get all the news about this great new game from its developers and from Matt Groening, the genius behind The Simpsons appeal!

The Simpsons is not, of course, the first game to enjoy its roots in some other form. While most consumer game companies have long used ties to the arcade industry to capitalize on proven play themes that gamers have already been exposed to, many have begun reaching out to other areas such as movies for the same type of instant recognition that can often help a title stand out from a crowd.

While the process of licensing titles or environments has worked successfully in many instances (witness Batman, Robocop and the Teenage Mutant Ninja Turtles), we have to hope that game companies don't compromise their creativity for the sake of a license. Because in the end, no matter how hot the name on the box, it's the game *in* the box that determines the ultimate appeal and final sales of a soft.

I'm not saying the licenses aren't a good combination for video games. On the contrary, I value the ability that a game has to take me into new directions with characters or situations that I have been attracted to before. There simply needs to be a conscious effort put forth by game developers when a property is secured, to make a game that takes those characters and puts them into a situation that is fun and challenging. For the few that can successfully accomplish this task the rewards will be abundant. But for those companies that rely on the license to sell their game, the future will be bleak indeed.

Nintendo is rumored to be worried of the same thing and has indicated to several licensees that a reliance on movie titles and comic book heroes is not the way to go. I tend to agree. While a hot license can get a cart noticed, the games that consistently reside at the top of the charts are original softs and sequels to these originals. Super Mario Bros., Contra, Mega Man, Castlevania and others are perfect examples of this. A good title is nice for notice, but a good game sells.

When it comes down to the bottom line, the companies that stay close to the industry and put the effort into R&D will ultimately reap the biggest rewards. Every game company will try to wow in some way or another, with big sports stars and film super heroes, but it's the labels with the best games that will win in the end.

STEVE HARRIS
Editor



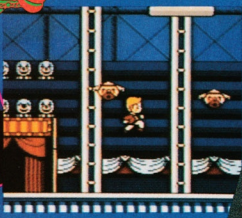
TOHO CO., LTD.

2049 Century Park East, Suite 490,
Los Angeles, CA 90067
(213) 277-1081 FAX: (213) 277-6351

To Game Purchaser & Player:
For any question about playing
these video game, please phone
(708) 916-7665

From the company that brought
you **GODZILLA®** comes—

**"MOST FASCINATING
GAME EVER!"**



MOTHRA™

TOHO CO., LTD.



GODZILLA
MONSTER OF MONSTERS

**The Great Movie Monster
in Video Games!!**



GODZILLA® is a registered trademark of TOHO CO., LTD.
CIRCUS CAPER™, RODAN™, MOTHRA™ and GHIDRAH™ are trademarks of TOHO CO., LTD.

TCC-2

**CIRCUS
CAPER™**

*Hunny, Tim!
Save Judy!*



**EXPLORE
THE BIG TOP!
PLAY...**



REV-A



GHIDRAH™



Licensed by Nintendo for play on the

**Nintendo
ENTERTAINMENT
SYSTEM®**

Nintendo® and Nintendo Entertainment System® are
registered trademarks of Nintendo of America Inc.
© 1990 TOHO COMPANY, LTD.

VIC TOKAI Revue!

Golgo 13™

Air wolves and iron tanks? Hey, this dude eats heavy metal for breakfast. The man likes to pack a custom M-16, but his karate kicks to the chops are just as deadly. He's anybody's agent if the price is right; and he's everybody's worst nightmare. **Golgo 13™** is the secret code for action. Air combat anyone? **Golgo 13™** takes you right up the tailpipes of bellowing bombers, right through the little choppers, and right around screaming interceptors. Whether it's crunching karate combat, tense underwater tank warfare, or the sizzling laser fights in the best mazes in video, **Golgo 13™** means action. In fact, there's so much action that you'll probably wear down the B-button.



Kid Kool™

In a realm that might have been, in a time that could have been long ago, or just tomorrow, a good king lies dying. The enemies of the north are massing for an attack on his kingdom.

The good king's sorcerer has been searching for magic and out of desperation pulls a rockin' rebel from the eighties back in time. **Kid Kool™** is sent on a quest to help retrieve the seven wonder herbs, the only hope to save the king.



Conflict™

At the break of dawn, the eerie sounds of heavily-laden tanks pierce the morning calm. The metallic reflection in the distance only proves that the sun is bright, but who is it?

Are these tanks the armored support you called for, or has the red machine broken through? There is little time to react. Should you wait till your men are in range, or should you attack them now?

As Commander-in Chief, you've got no time to waste.



The Mafat Conspiracy™

A "StarWars" satellite has been snatched out of earth orbit, the inventor of satellite capture technology has disappeared, the C.I.A. and the K.G.B. are blaming each other, and the world edges toward nuclear oblivion.

Golgo 13 is back just in time. **The Mafat Conspiracy™** is a phantasmagora of action and interaction. Your eyeballs will stretch from their sockets as you speed through Europe in Golgo's Ferrari. Your bones will rattle as you leap across the cars on the Orient Express. And if you think you've seen bad dudes, wait till you feel the power of Duke Togo's wicked karate kick.

The Mafat Conspiracy™ is for those who demand the very best in video games. See it at World of Nintendo, and we'll prove it to you!

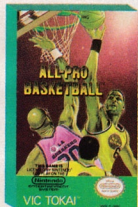
All-Pro Basketball™

Bored with simple-minded one-on-one basketball? Disappointed that only three men on your team can dribble down court? In a foul mood because the guy who made the basketball game you bought seems to be using hockey rules?

If you're a die-hard gym rat who can play the game, and expect your competition to be the same way, then it's time to play ball because **All-Pro Basketball™** has arrived.

All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show.

If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.



Clash at Demonhead™

Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E.)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail. . .

Terra Cresta™

Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

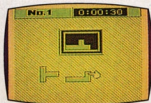
Take off into space with **Terra Cresta™**. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.

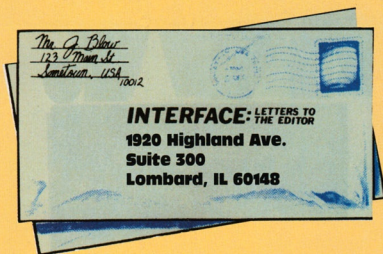


GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY

Daedalian Opus™

The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To be beaten is ordinary, to achieve victory is an art.





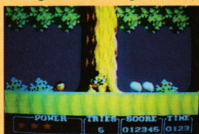
Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

MORE MASTER SYSTEM COVERAGE!...

I personally am a dedicated Master System owner and I would appreciate more coverage of new games for that system. Your Genesis coverage is interesting, informative and in-depth but I seldom see new games for Sega's original system. With Christmas approaching I would believe that more games would be coming out. What can you show us?

**M. Franageh
Hilbert, WI**

(ed. New games are starting to hit the stores as you read this. Regarding Master System coverage, over the past four issues we have shown pictures of 12 new carts. Not only is this more than any other magazine has run, but it is everything that Sega is willing to talk about! Check out pages 36, 62 and 63 of this issue for even more great SMS games!)



Mickey Mouse for the SMS!

GAME OF WHAT YEAR?

While you put the best magazine on the market I do have a question about how you go about selecting the game of the year. How can Sega's Strider

be Video Game of the Year when it didn't even come out yet? Not Fair! Matter of fact, the Nintendo and Turbo Game of the Year aren't out yet either! Why?

Robert D'Amico

(ed. To be accepted as a nominee for our awards all games had to be seen by the EGM staff by September 1 and the company had to state that the game would be released this year. This policy serves a double purpose. First, many times companies plan their release schedule to center around the holiday shopping season. Most of their best games are brought out during this time. We include all of these games as they fit into the theme of that issue of the magazine - a buyers guide. Knowing that Strider, Castlemania 3 and Ninja Spirit are games of the year should help you choose which games to buy for the holidays. Second and most importantly, it is the policy of EGM to look into the future of video games. We try to tell you things which you don't already know. We do not dwell on the past as others do.)

SFX... WHEN?

In your 1991 Buyer's Guide you had a huge preview of the Super Famicom and in it you said that the SFX will be coming out in the U.S. as soon as Fall 1991. Then I called Nintendo's consumer office and they said that they have no plans for the SFX in the U.S. and they asked me where I got the idea that it was ever coming out in the U.S. I said EGM. They told me that "EGM writes that just to keep people buying it". I doubt that's true but I want to know the truth.

**Matt Zalen
Delmac, NY**

(ed. Trust us! We haven't steered you wrong yet. We predicted the intro date for the GameBoy, Genesis, Turbo and

others correctly and our sources tell us that early summer, perhaps June, of 1991 is a realistic intro date. For the latest news check out the Gaming Gossip column on page 26! Besides, if you were a company going into the billion dollar holiday shopping season wouldn't you still try to sell a few more NES' by denying that a new system was right around the corner?)

GENESIS BATMAN?...

I recently picked up your Issue # 14 at a local supermarket. I read with great interest your response about Japanese games and then saw Batman for the Mega Drive in your International Outlook section. I have to have it! Will it ever come out over here for the Genesis?

**Stan W. Zaske
Galensburg, IL**

(ed. Sorry Stan. Unfortunately Nintendo has a stranglehold on it's third party companies. As part of their contract with Nintendo these companies have to agree not to bring out the same game in the U.S. on a competing game system for a minimum of two years! Since Batman came out early this year don't look for a Turbo or Genesis version for some time. This agreement doesn't exist for the same companies in Japan and that is why you see a Mega Drive and a PC Engine version. Perhaps Sunsoft could Bring out a Batman 2 for the NES.)



Mega Drive Batman!

STRIDER 6 OR 8 MEG??

I love your magazine. On a scale from 1-10 it is an 11. Please answer a burning question. On the cover of EGM 13 you say that Strider is 8 meg while in the review you say it was 6 meg. Which is it?

**Ryan Lutz
Bradenton, FL**

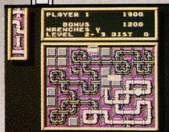
"...it's just as addictive as Tetris.™"

— Nintendo Power™ May/June 1990

GET READY FOR
A MIND-WRENCHING
EXPERIENCE.

PIPE DREAM.™

WHAT IF YOU HAD A WHOLE WAREHOUSE FULL OF PLUMBING PARTS COMING AT YOU? AND YOU HAD TO BUILD A HUGE PIPELINE OUT OF THEM? WHAT IF THERE WAS A BIG PUDDLE OF SLIMY GREEN STUFF CALLED FLOOZ? AND IT WAS RUNNING THROUGH THE PIPES RIGHT BEHIND YOU? WELL, THAT'S THE WHOLE IDEA BEHIND *PIPE DREAM*. IT HAS BASIC, EXPERT, AND TWO-PLAYER MODES. IT HAS 256 LEVELS TO GET INTO. AND YOU GET BONUS ROUNDS EVERY FOUR LEVELS. YOU ALREADY KNOW WHAT *NINTENDO POWER* MAGAZINE SAYS ABOUT IT. BUT THERE'S ONLY ONE WAY TO SEE HOW INTENSE *PIPE DREAM* REALLY IS. GO DOWN TO YOUR NES®/GAME BOY™ DEALER AND SEE FOR YOURSELF.



It takes about five seconds
to get the idea. It can take a
lifetime to get good at it.
Really good.



BULLET-PROOF SOFTWARE™

8337 154th Ave. N.E., Redmond, WA 98052 206-861-9200



For Dream is a trademark of LucasArts Entertainment Company. Original game design © 1988 Entertainment International U.K. Ltd. Original game concept by The Assembly Line. Tetris™ & © 1987 vta Electronics (Elorg) Tetris licensed to Nintendo © 1989 Nintendo. Original concept, design and program by Alexey Pajitnov. Nintendo, Nintendo Entertainment System, Game Boy and Nintendo Power are trademarks of Nintendo of America Inc. Bullet-Proof Software is a trademark of Bullet-Proof Software, Inc. © 1990 Bullet-Proof Software, Inc. All rights reserved.

I've seen different numbers regarding the number of meg in Genesis Strider. Can you tell me if it will be 6 or 8 meg?

Eric Gerwinski
Sylvania, OH

After reading your 1991 Buyer's Guide I wanted Strider bad! So much in fact that I almost bought the Mega Drive version. Almost. First I called Sega to find out when Genesis Strider would be released. I was then informed that Mega Drive Strider contained only 6 meg of information compared to 8 meg in the Genesis version.

Is this true? If so then why hasn't EGM mentioned it anywhere? I count on you for all the latest and most accurate video game info.

Gary O'Neal
Murfreesboro, TN

(ed. Both the U.S. and the Japanese versions of Strider are 8 meg carts. Back in June at the CES and Tokyo Toy Fair when Sega first showed a partial prototype of this soft, Strider was planned to be a 6 meg game. Since then an additional 2 meg of memory was added in order that the cart would have all the levels found on the arcade version.



8 meg Strider!

ARCADE NEWS!...

It's been quite a while since you talked about any new arcade games. There are still a lot of us dedicated quarter tossers. Is there anything new which will blow our socks off?

John Swenson
Athens, GA

(ed. At the last JAMA show in Tokyo Sega unveiled quite a few new products. One item which should make it to the U.S. is their game called R-360. In this game you are strapped into a seat and you play an Afterburner/G-Loc type fighter simulation. What makes it real is as the plane banks the seat also banks.

If you take the on screen plane into a barrel roll your seat will also roll. If you do a 360 degree flip, you guessed it, your seat duplicates the on screen movement! That is why they call it R-360!



Sega's hot new arcade game R-360!

Besides this, Sega also unveiled the world's first 32 bit arcade machine. It is a fantastic auto driving game. One advantages of this 32 bit processor over the current 16 bit technology is that it offers sharper screen images and improves resolution by a factor of 5!

If these two new machines don't 'blow your socks off' then let's look at what Sega's R & D staff is currently working on. One of their Top Secret arcade projects, code name Cyberdome, is the ultimate in cooperative game play! Looking more like something you would see at Disneyworld, Cyberdome is a series of individually controlled laser canons connected to a master super high resolution holographic-type arcade game projected onto a room size screen!



Sega's futuristic arcade shooter - Cyberdome!

BITS VS. BYTES?...

I must compliment you on an outstanding mag. You always have the first information and photos about what is new and you always explain the technical terminology used to describe products. Recently I saw in a competing magazine a new term which confused me. In their editorial they talk about 1 and 3 megabyte Nintendo games. You always refer to them as megabit. What is the difference? Who is right?

James Buchanan
Cedar Rapids, IA

That's an easy one Jim. One byte is equal to 8 bits. A one megabyte NES game would be 8 megabits - equal in size to the largest Genesis cart out there. A 3 megabyte Nintendo cart (completely unheard of) would be a whopping 24 megabits - putting it way out of the NES range and closer to the Neo Geo category! You can see how a seemingly minor change in terminology makes a very major difference in numbers! Real pros who know video games are very careful not to mix their bits and bytes and unless you're talking about the huge amount of memory in a CD (about 550 megabytes or 4.4 gigabits) you will not see the term byte used in our magazine!

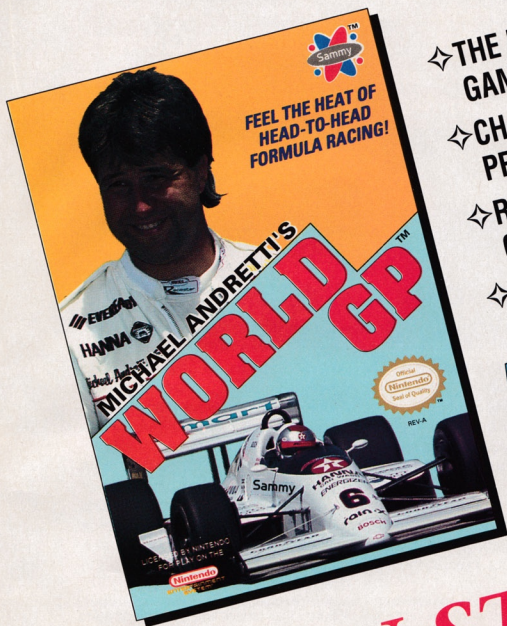
JAPAN VIDEO TORONTO, CANADA

1-416-488-3155 (12 NOON - 9 PM)
NOW YOU CAN PLAY JAPANESE MEGA DRIVE GAMES
ON YOUR GENESIS. CALL FOR ENQUIRIES

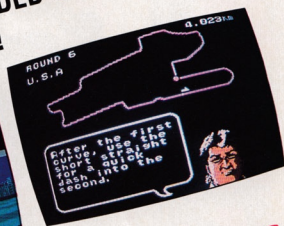
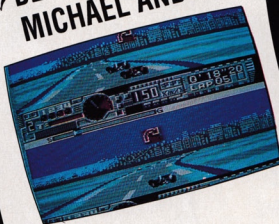
MEGA DRIVE / GENESIS GAMES (AVAILABLE NOW OR SOON)

Strider	\$84.99	Atomic Robo Kid	\$79.99
Batman	\$84.99	Phantasy Star III	\$79.99
Shadowdancer	\$84.99	D.J. Boy	\$64.99
Joe Montana Football	\$79.99	Rainbow Islands	\$79.99
Wrestle War	\$79.99	And many more (over 80 titles)	
Soldierman	\$84.99	Mega Drive system	\$229.99
Butter Douglas Boxing	\$79.99	Neo Geo	\$149.99
Dynastar Duke	\$79.99	Neo Geo game	\$329.99
Powerdrift	\$79.99	Nintendo (over 350 titles)	
Hellfire (2 players)	\$74.99	Game Genie	\$79.99
Cune	\$69.99	Super Famicom (16 bits)	\$299.99
Phelios	\$74.99	P.C. Engines CD Rom games	
Thunderforce III	\$79.99	(Compatible with TurboGrafx CD)	
Shadowkaster	\$79.99	eg. Valkyrie II, Super Darius, Legion, Red Alert, Sidearms Special etc.	
Rastan II	\$74.99	We also carry Genesis, Gameboy, TurboGrafx, Supergrafx, P.C. Engines games.	
Mandula's Fight Palace	\$79.99		
Spyhawk	\$79.99		
Space Invaders '90	\$79.99		
Final Zone	\$74.99		
Grandprix	\$74.99		

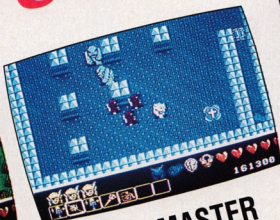
Send money orders or certified cheques to
P.O. Box 7002
Yonge / Eglinton Postal Outlet
Toronto, Ontario M4P 1B8



- ✧ THE MOST ADVANCED DRIVING GAME EVER DEVELOPED FOR THE NES!
- ✧ CHALLENGE 16 RADICAL WORLD GRAND PRIX COURSES!
- ✧ RACE AGAINST TIME, ANOTHER PLAYER, OR A PRO RACER!
- ✧ BE PERSONALLY GUIDED BY MICHAEL ANDRETTI!



THE FUN STARTS NOW!



- ✧ 125 LEVELS TO EXPLORE AND MASTER
- ✧ EPIC ADVENTURE FOR THE ENTIRE FAMILY
- ✧ DISCOVER THE POWERS OF THE ELVEN TREASURES



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501
Phone: (213) 320-7167

Sammy™, WORLD GP™ AND ARKISTA'S RING™ are trademarks of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.



STEVE

The thrill of playing the Super Famicom has not yet worn off the boss. Having new carts like Gradius 3 and Final Fight means we won't get to play it for yet another month!

ED

Ed has settled down from all his globe-trotting activities and is now content just to play Sonic the Hedgehog! He's also excited about the new cart - Shining in the Dark!

MARTIN

Martin gave up waiting for a turn at the Super Famicom and went out and bought one. Now he won't let us play his either! Pilot Wings is keeping his head in the clouds!

SUSHI-X

Sushi-X is now even more secretive about his activities and location. We must have hurt his feelings with last month's letters reply and for that we're sorry. Sushi, call home!

Nintendo - Arcadia Silver Surfer

Type: Action Release: Dec.
Levels: 12 Difficulty: Avg.



Based on characters from the Silver Surfer comic book by Marvel, Arcadia has created a new adventure for Norrin Radd. To save his home planet Zenn-La, the Surfer must scout out the galaxy for an alternate location for Galactus - an invading force. Destroy the enemy on the alternate worlds, grab weapon power-ups, smart bombs, bonus bombs and extra lives in the process.

Take a comic book hero and put him into a Gradius-type shooter situation and the end result would be something like Silver Surfer. Sporting the coolest tunes to come from a NES game in some time, not to mention plenty to shoot at, Silver Surfer fares better than most in the genre.

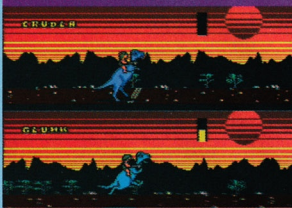
I'm not one for comic books so I can't get excited about somebody on a surfboard flying around but that aside, the game plays decent with a lot of different screens. Nothing really new and innovative here, just a good solid shooter with very good graphics and challenging action.

This slightly above average shooter features solid play and tough shooting action. The graphics are nothing special, but the soundtrack is absolutely awesome! Not enough flash in this overly conventional shooter and the rad tunes wear thin rather quickly.

Unusual, but interesting comic book hero shooting game. Real precision is required in order to succeed in this challenging action effort. Cinema storyline is cool and the music really rocks hard. Side and overhead view alternate as the story unfolds. Comic books of the future are here now!

Nintendo - Data East Caveman Games

Type: Action Release: Dec.
Levels: NA Difficulty: Avg.



While the olympics go way back to ancient Greece, picture what they would be if they were played in the days of the caveman. The events would be Fire Starting, Sabertooth Tiger Racing, Tyranopult or even Mate Tossing! Select your player from 6 male or female athletes and go for the gold. Remember things are all tongue-in-cheek here so pick out a fast dinosaur and race to the finish line.

While I like where the designers were trying to take this game, as sort of a comical, prehistoric twist on the classic Track and Field, it never really gets up to speed. The execution is choppy and hurts the other positive features, like some interesting animation and sounds.

OK, it's strange, silly and humorous. But it's meant to be and it succeeds. I like it, it's fun, and something different. It's not a simulation of anything, and either you'll love it or hate it. It's a good break in between all the shooters out there.

What a disappointment! This was one game I was actually looking forward to and I must say I've been let down. The graphics are choppy and the control is horrible. The only event I liked was the Dino-pult. All events suffer from poor execution.

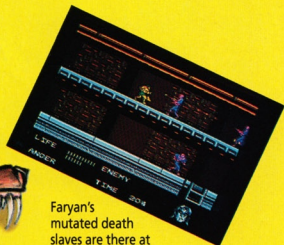
Colorful concept of the ancient olympic sports like Dino-vaulting! Great execution of caveman era imagery done with a sense of humor! Totally involving and uniquely interesting, there is something here for everyone. Maybe you will be "discovered" in the Hall of Fame!

WEREWOLF

THE LAST WARRIOR™



Six levels of mazes and booby traps protect Faryan.



Faryan's mutated death slaves are there at every turn.



Climb and claw your way to Faryan's hideout.



FREE COMIC BOOK!

Live this chilling story – from the source of Werewolf's mighty powers to the history of Faryan's evil –

in the first-edition Werewolf comic book. It's a hot collector's item – and it's yours **FREE** inside Werewolf, The Last Warrior from Data East.



MORE ACTION THAN A CARTRIDGE CAN HOLD!

The world's been destroyed by Dr. Faryan, a possessed and twisted madman. But one buff warrior's been granted magical powers of the wolf.

And when he finds Faryan, the fur and fangs will fly.

Werewolf, The Last Warrior.

Slammin' action for your Nintendo Entertainment System.

LICENSED BY NINTENDO®
FOR PLAY ON THE



Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (408) 286-7074

© Data East USA, Inc. Werewolf, The Last Warrior is a registered trademark of Data East USA, Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

Nintendo - Data East Werewolf

Type: Action Release: Dec.
Levels: 6 Difficulty: Avg.



Take on a fiendish batch of mutant ghouls and zombies in this new adventure game. Start off as a human but your powers are limited. Grab the special red W and turn yourself into a superhuman werewolf! As such you can cut the enemy down to size with your claws and can climb a lot easier. Search for all of the different kinds of hidden bonus items and enjoy the intermissions between levels.

Here's another attempt at an action-adventure game, that goes into some new territory, but doesn't quite match similar efforts. Werewolf is your basic side-scroller until you wolf out. The game then introduces new features that can be used. Better than most, but not the best.

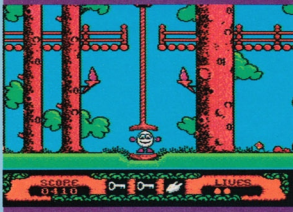
Werewolf is a very good adventure game. The intermissions are always a welcome addition to any game and they are well done here. Decent game play and a well tapered difficulty curve along with plenty of hidden items help keep interest up.

Another good action game that features nice graphics and a new theme. Werewolf, while better than the average cart, just didn't keep my interest for long. Cool cinema displays and solid play are the highlights of this slightly above average game.

Very timely and exciting theme action game. Aliens, crime fighters, Robocops...now werewolves! The main character has many, many different move techniques throughout average game play. Buttons 'A' and 'B' should have been switched! Music orchestrates the "transformation"!

Nintendo - Galoob Dizzy

Type: Adv. Release: Dec.
Levels: NA Difficulty: Avg.



It's a tough job being a good egg because the yolk's always on you. Find your way through the maze of levels to get to the Cloud Castle where your girlfriend is being held captive. Solve problems along the way, grab magical items and pick up useful objects needed to complete the quest. Door keys, rope, shovels will all be helpful at some point in time but you can only carry three. Which will they be?

Dizzy starts out fine, exhibiting graphics and sound that make it appear to be one of the best of the new renegade carts. This wears off quickly, though with a lack of interaction and too many distractions (like puzzle games) that slow down what could have been some cool play.

Dizzy will be another 'sleeper' this Christmas. It takes planning and thinking to make progress in this game as the quest is very long and like SMB there are lots of tricks and hidden items to discover. Unfortunately Dizzy is an egg rather than a Mario and not easy to relate to.

Another try at a cute game with a distinguishable character and an action/quest theme that falls short in many areas. Dizzy's ability to carry only three items takes away from the excitement of the game. At best, it's just an average game and not easy to get into.

What starts out to be an action-comical adventure game just never seems to leave home! A family of eggs with colorful characterization live somewhere between where they are and where you want them to be! Game play is hard-boiled, but the music is sunny side up!

Master System - Sega Joe Montana Football

Type: Sport Release: Dec.
Levels: N/A Difficulty: Easy



Master System armchair quarterback have a new football game to play when there's nothing on TV. Take tips from Montana himself as you go head-to-head with a friend or the machine in an update to the old Walter Payton soft. With 11 different offensive plays to choose from and 6 different defensive formations available, there should be enough variety to keep the opposing team wondering what is coming next.

This game tries to be something more than it is, but with a lack of good graphics, sound of game play, it falls way short. Like most sports entries, this one works better as a two-player head-to-head because the computer simply stinks. My first play I beat it 93 to 21. No fun, no way.

Walter Payton football wasn't a bad playing simulation for the SMS. Normally you make another sports game better than it's predecessor but Joe Montana football just doesn't seem to offer any significant improvement to warrant buying another version.

Sure its 8-bit but thats no excuse for this game. The graphics are very disappointing and the game play is way too slow. There is very little in terms of excitement or challenge here. The computer doesn't seem to think and 2 player games aren't enough to keep me involved.

This game never gets up and running, much less scores any points. The graphics and execution bomb, with a computer opponent that must be represented by a high school team. Too many shortcomings leave this one in the turf - despite Joe Montana's name!

RACK N' ROLL



I WANT TO PLAY LIKE A PRO!!!

Confront the enemy with all the firepower you need - Electronic Gaming Monthly magazine! Use this handy order form to bring EGM right to your doorstep every month! Get the first word on new systems, unreleased carts and software, playing secrets, and game reviews that tell it like it is...SUBSCRIBE TODAY!!!

- ☐ I want to subscribe to Electronic Gaming Monthly for the low, low price of only \$19.95 - that's over 50% off the standard newsstand cover price!
Order the only magazine that gives you the previews, reviews, contests, and tip booklets you want at this special subscription price!

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Make check or money order for \$19.95 payable to:
Sendai Publications, 1920 Highland, Suite 300, Lombard, Illinois 60148

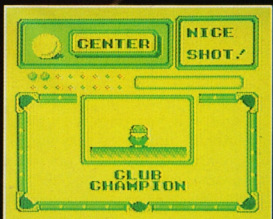
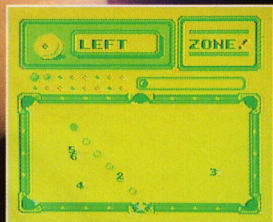
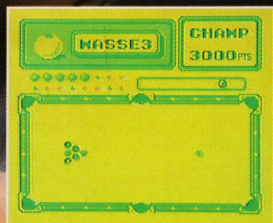
Please allow 4-6 weeks for delivery of first issue.

RACK N' ROLL



Finally, cool pool action for your Game Boy.

In either 9-Ball or Pocket competition, you'll need to stroke a mean cue just to keep from getting laughed out of the pool hall. There are lots of balls to sink and trick shots to make before you can make it to World Class status in one-player mode. Or grab a buddy and hook up your Game Link™ for some intense head-to-head action. Side Pocket. From Data East.



Official
Nintendo



Nintendo, Game Boy and the Official Seal are registered trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Side Pocket © and ™ 1990 Data East USA, Inc.



1830 Little Orchard Street
San Jose, CA 95125
(408) 286 7074

Genesis - Sega Mickey Mouse

Type: Action Release: Dec.
Levels: 6 Difficulty: Avg.



Mickey is making his Genesis debut in a spectacular new adventure. Featuring up to 4 layers of background scrolling, smooth animation detailed graphics and other new features like screens (and controls) that 'flip', Mickey is a game which looks like one of his cartoons. Rescue Minnie from the witch but take on wooden soldiers, jack-in-the boxes and other toys on the way to the castle.

This game is spectacular in terms of its graphics, animation and execution. There are so many frames to Mickey's movements that it actually looks like a cartoon! The visual appeal of the game is high, with great use of color. A little on the easy side, but incredible nonetheless.

Mickey is a game which Disney himself would be proud of. The animation is perfect and the background layering is about the best ever in a home game. The attention to the little details is apparent and second to none. A great playing game also!

The main mouse is back again, and like never before. The graphics are truly amazing and a testament to what the Genesis can do when a little time and effort goes into a game. Game play is superb and music straight out of a cartoon. Audio and visual perfection.

Absolutely spectacular! Surrealistic graphic presentation and superb animation remind me of the classic cartoons of Disney! Capcom-ish game play is excellent and Mickey is a wonderful alter-ego! This game is for everyone who has ever played inside a dream! Music...a 10+!

Genesis - Sega Dynamite Duke

Type: Action Release: Dec.
Levels: 7 Difficulty: Avg.



Dynamite Duke is Sega's version of a first person perspective shooter. Like in Operation Wolf, you as Duke must eliminate all of the enemy that appear on screen. Soldiers, tanks, troop carriers and helicopters have to be eliminated quickly otherwise they will fire back. Some items are hiding ammo while others will restore your health. Get to the level boss and punch it out, hopefully better than Buster Douglas did!

While Dynamite Duke should get high marks for faithfully duplicating the arcade title on which it's based, that title wasn't exactly dynamite to begin with. The action, despite the different backdrops, is the same in the last round as it is in the first. Much too easy as well.

Dynamite Duke just doesn't have enough variety to it. While the fighting with the bosses is different, the rest of the game is quite repetitive. As such, it's hard to stay interested for any extended period of time and it's not one of Sega's best efforts.

Duke is one of those games that has the potential to be a real winner but ends up being just another Operation Wolf clone. The game is extremely repetitive and nothing really spectacular ever happens. Nice graphics and sound, but most will find it way too easy.

This rapid-fire game combines the machine gun target-shooting of Cabal, with head-to-head fighting action of Punch-Out!! Only problem here is that neither one of these themes is played up enough to make a lasting impression. Graphics are fine, but play is far from dynamite.

Genesis - Renovation Final Zone

Type: Action Release: Dec.
Levels: 11 Difficulty: Avg.



Final Zone takes your standard shooting theme and places it in a world that is constantly seen from a 45-degree angle. Assuming the role of a mechanized infantry robot, you must patrol the ruins of multiple cities, searching for the portal that will lead you to the Boss guardian of the level. Successfully taking out the main enemy automatically thrusts you into a more dangerous, and challenging, world of attackers.

Final Zone has great graphics, but the main characters appear as though their "pasted-on" rather than interacting within a real universe. There's plenty to shoot at, but with horrible control and movement that, while visually pleasing, is tough to get used to, Final Zone ends up avg.

Something is missing in this shooter. It's not for lack of enemies nor places to move to. Perhaps it's the lack of different things to do. After a while the levels become predictable and the excitement of what is coming up next? just never materializes.

Good graphics and music won't help this horribly choppy and repetitive shooter. The scrolling, animations, and even the weapons are so choppy that a few players will be able to enjoy its unique concept. Would of been cool if executed properly

Final Zone just didn't get my juices flowin' or my guns blowin' the way I thought it would. The graphics have a strange and dingy look to them, and the game play, while very intense, gets repetitive after just a short while. Definitely not my cup of shooter tea!

Genesis - Electronic Arts John Madden Football

Type: Sports Release: Nov.
Levels: NA Difficulty: Avg.



Football comes to the Genesis! EA has a new simulation for gridiron fanatics. Set in a realistic pseudo 3-D perspective from behind the offensive team, it's football that only a 16 bitter can do! Sixteen teams to choose from; scouting reports to brief you on the opposition; variable weather conditions; dozens of offensive and defensive plays to choose from; spin from tacklers; dive for the extra yard and much, much more!

Without question, doubt or reservation, Madden Football is the BEST sports simulation I've ever played! Not only do you get a good game of football one-on-one or against the computer, you get great graphics, incredible voice and even highlights from other games! Outstanding!

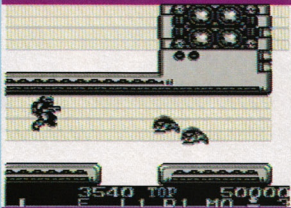
Football just doesn't get any better! Easily, without a doubt or hesitation, this is the best playing football simulation ever made either on a game system or a computer. The game play is perfect, the playbook extensive and the 3-D effect outstanding!

I'm not into sports games but a football game as good as John Madden has even attracted me. Incredible scaling of the field gives JM a feel no other football game has captured. Amazingly addictive game play and almost endless options and special features.

Almost flawless football! Gridiron rock 'n roll! Players will leave the field and return with the plays! The greatest video clash of the titans ever! Graphic three-dimensional perspective, voice and strategy combine for pure pigskin passion! A winner!

GameBoy - Taxan Burai Fighter

Type: Action Release: Dec
Levels: 8 Difficulty: Avg.



Like it's NES' big brother, GameBoy Burai Fighter is a multidirectional scrolling shooter loaded with action and plenty of enemy to destroy. The weapon select capsule returns offering several types of firepower and by destroying certain enemy, new weapon power-ups are revealed. Accumulate several of the same type to increase the performance of that weapon. Large bosses and long levels highlight this shooter.

I liked the NES version of Burai Fighter more than most, and the GameBoy version is equally as intense. Finally a good shooter for the GameBoy! Multiple options and lots to shoot at, including good level definition make this game a blast in my book!

A better than average Game Boy shooter. It's well designed for the small and slow moving screen as there are no surprises of getting hit by a bullet that is either too small or too fast to see. It is challenging and not easy by any means. Good weapon enhancements.

Burai didn't really grab my attention on the NES and it doesn't do much for me when shrunk and slowed down on GB. Good shooter as far as play and options but not as intense as Nemesis.

Actually, a rather entertaining action game for the GameBoy. Very similar to the NES version, this one plays well and keeps me in combat for a good time! Blurring is not a problem with this version on GameBoy as others tend to be! Space samurai Burai - Banzai!

Lynx - Atari Rygar

Type: Action Release: Dec.
Levels: 23 Difficulty: Avg.



The classic Tecmo arcade game has been shrunk down to the small screen and is now portable! This side view action soft has you as the hero Rygar and your mission takes you through highly detailed multi-dimensional landscapes in your kingdom. Grab weapons and health to help you on your quest as you battle through onslaughts of monstrous beasts which have taken over your land.

A good action game for the Lynx Rygar definitely is. Based on the arcade version of the game, this translation has cut some corners, but still has a good mix of combat and adventure! The music is absolutely the pits, more like chimes, but with the volume down this game plays well!

Considering the small size of the Lynx screen, Rygar looks and plays just like it's arcade big brother. The backgrounds are multi-layered and quite detailed. The quest is very long and difficult to get through. A password every 5 levels would have eliminated all of the repetition.

Rygar is a good conversion for the Lynx. More along the lines of the arcade game, it lacks the originality of the NES version, but is well done nonetheless. Great background graphics and over 20 levels of intense action. My only complaint is the poor use of the 32-bit audio chip.

A real "poser"! This just doesn't play anything like the original coin-op game that I love! The music is the pits! The hidden secrets seem to be lost in the translation! A good excuse for capital punishment! Despite some good looks, the spirit of Rygar just isn't there.

GENESIS™ DO THE FIRST AND ONLY



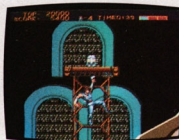
1. Hang gliding deep into enemy territory is just the start. Past these gleaming turrets lie frozen wastes, mechanical jungles and gigantic battleships.



2. Beware of the burly machine gunners. Unleash your laser sword. Watch for the special item to get a super sword.



3. Use your grappling hook to clamber up vertical walls, while fierce guards attack without mercy.



4. On the top of a building, climb rickety scaffolding to build your stamina. Also collect a mechanical attack bird here.



5. Collect two drones and then you get the white mechanical panther to help in your assault, as he leaps at the moon.



ES STRIDER.

Y 8-MEG GAME EVER.



6. Mad wolves lunge at you from deep in the arctic wastes. Here you can get a friendly droid to help you battle the enemy.



7. In the midst of angled scaffolding, mechanized defenders rock on ball bearings as they try to blast you into atoms.



8. Within the forest you fling yourself onto swinging vines and meet Amazon women. Don't fall—deadly piranha fish infest the waters below.



9. Automatic cannon fire assaults you aboard the fleet cruiser of the evil empire. Soon you'll face its largest cannon—it's awesome.



10. You must face and defeat such mechanical minions of death, before you reach the inner sanctum of Number One.

It's here. Strider—the most powerful home video game ever. The ultimate arcade hit. From hard hitting non-stop action to the awesome graphics and radical gameplay. Strider is definitely here!

An evil Syndicate has violently overthrown Russia and is using their scientific and military might to take control of the world. You land your hang glider in an industrial town and begin your quest to defeat the evil mastermind. You use your incredible acrobatic skills as you leap onto moving platforms, climb to the top of I-beams with your grappling hook and slide with heels dug in down steep slopes while you evade razor sharp spokes.

With your only weapons, a trusty laser sword and swift hover craft, you take on mutant centipedes, ancient dinosaurs, pirates, mad dogs, monkey-like mechanical robots and finally the evil mastermind in his mechano-skeletal headquarters.

It's what happens when 8-meg power combines with the only true 16-bit system. Only on Genesis by Sega.™



GENESIS DOES IT ALL.

ARCADE GAMES:



Golden Axe™



Space Harrier II™



Super Hang-On™



Super Thunder Blade™



Cyberball™



Strider™



Altered Beast™



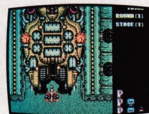
Ghouls 'n Ghosts™



The Revenge of Shinobi™



Rambo III™



Truxton™



Forgotten Worlds™



Super Monaco GP™



E.S.W.A.T.
City Under Siege™



Afterburner II™



Michael Jackson's
Moonwalker™



Phantasy Star II™



The Sword of
Vermillion™

MUSIC VIDEO:

ADVENTURE GAMES:

SPORTS GAMES:



Tommy Lasorda
Baseball™



World Championship
Soccer™



Arnold Palmer
Tournament Golf™



Pat Riley's
Basketball™

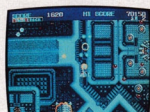


James "Buster" Douglas
Knockout Boxing™



Joe Montana Football™

ACTION GAMES:



Thunder Force II™



Ghostbusters II™



Alex Kidd:
Enchanted Castle™



Last Battle™



Mystic Defender™



Dynamite Duke™

STRATEGY PUZZLE GAMES:

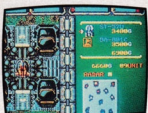
COMING SOON:



Zoom!™



Columns™



Herzog Zwei™



Dick Tracy™



Spider-Man™



The Castle of Illusion
Starring Mickey Mouse™



Altered Beast™ the Sega arcade hit, comes with the Genesis system. Other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n' Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Thunder Force II is a trademark of Techno Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toaplan Co., Ltd. Cyberball is a registered trademark of Atari Games, Inc. Ghostbusters: © 1984 Columbia Pictures Industries, Inc. Original game © 1984 Activision. Spider-Man® & © 1990 Marvel Entertainment Group, Inc. All rights reserved. Dick Tracy and Mickey Mouse are copyrights of The Walt Disney Company. Michael Jackson's Moonwalker is a trademark of Ultimate Productions. Strider is a trademark of Capcom, Inc. Dynamite Duke is a trademark of Selbu & Kikutsu, Inc. All other game titles are trademarks of Sega of America. *Anticipated game availability Winter/1991

GAMING GOSSIP

...New Sega Computer System...Atari Panther Update...New Sega 16-Bit Games From Licensees...
Nintendo 16-Bit SFX Release Date...New Nintendo Licensee Plans...

...Those lonely fellows over at Sega R&D have been putting in double time recently. Not only have they served up the Genesis and some mighty tasty games, but there's also a hand-held with TV tuner on the way and a CD-ROM attachment for the 16-Bit that will finally allow the Genesis to produce CD-quality games and music. Now, the latest from these technical wizards has really blown the old 'Q' off of his feet! Sega is rumored to be putting the finishing touches on a new computer that will interface with the 16-Bit super system. The benefits offered up by this marriage of game system and computer are reported to include a new line of games that take advantage of the memory features of the computer's access to the 16-Bit's 68000 processor, a new 80286 that will be fully compatible with existing MS-DOS software, including business programs and word processors and a slew of peripherals ranging from printer to floppy disk drive. Called the TERRA system, this new age of computer/game system technology will clock in at around \$600, with a fully functioning keyboard and start-up soft. Not bad Sega, now where are we going to get the at-home simulator chair hook-up for the Genesis?...

...The Atari Panther, which was first announced in the last issue of EGM, is indeed on its way and development systems are soon going to be in the hands of selected houses across the country. The super sleek system is rumored to have some glossy features that include scaling and high-end scrolling. We'll keep our fingers crossed real tight and hope it gets here soon...Speaking of new 16-Bit systems, the Nintendo Super Famicom, which should be on store shelves by the time you read this (Japanese store shelves that is), is rumored to finally have a firm U.S. commitment from Nintendo. June of '91 is rumored to be the new target date for the American version of the new Nintendo, to be called SFX on these shores...

...Will the SFX be able to play catch-up in the 16-Bit battles that have yet to come? It's sure to be heated, but the current favorite is the Sega Genesis, and with a sell-through that should top the one million mark this year, many Japanese game companies are finally starting to give the Sega 16-Bit the attention it deserves. Among the heavy hitters who are reported to now be working on 16-Bit titles for Sega include Tecmo with Ninja Gaiden, Konami with Teenage Mutant Ninja Turtles and Aliens, Capcom coming to bat with UN Squadron and 1941, and Namco shooting in with a wide assortment of carts and CD-ROM titles. Look for a complete list of Sega games (there's over 60 in all) in the new issue of MEGA PLAY - The All Sega Magazine...

...It rarely happens, but I totally agree with one of my esteemed colleagues who views Nintendo's use of pills in their new Dr. Mario game to be a terrible case of bad judgement. You're correctly right, how can they pass out criticism on the violent nature of games when they release a cart that advocates the correct placement of pills? Shame on you Nintendo...Never drive the highway unless you're wearing socks...On the other hand, Nintendo has received plenty of press in the trades and financial papers applauding an event that was first reported by yours truly. It finally does appear that Nintendo will be allowing manufacturers the right to produce their own games with their own chip sets. How kindhearted! Now we'll be able to enjoy great new games at reduced prices, right? Well, after Nintendo takes their cut (rumored to be around 20%) and charges for that good 'ole security lock-out chip, the cost is pretty close to the same as before! Nintendo wouldn't be doing this to divert the heat away from the Senate investigation into their unfair business practices would they? Nooooooooooooo...

...Before we go any further, I recently received a letter that was addressed to the top dog, but forwarded on to me. A quite expressive fellow going by the name of Lance Rice claimed to know my identity. Well Lance, wrong guess, would you like to go for double jeopardy where the points can really add-up?...Predator 2, featured in the September edition of Screen Play, is awesome from beginning to end. There are some weak points, but the deadly Danny ends up on top! The new hunter has some terribly nasty new weapons of war, and since most of his prey are whacked-out drug dealers, he does pretty good for himself. Just watch out for that ultra-violet filter...Game Over for now folks, but don't fret, the end is no where in sight...

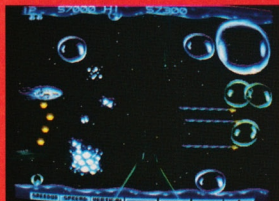
- QUARTERMANN

WHAT MAGAZINE HAS THE BEST INFO ON JAPANESE GAMES AND SYSTEMS?

Introducing...

SUPER GAMING

From the Editors of Electronic Gaming Monthly



**THE MOST COMPLETE
SOURCE FOR
INFORMATION, PHOTOS
AND RELEASE DATES
OF UPCOMING GAME
SYSTEMS, CARTS AND
PERIPHERALS!**

**ORDER JAPANESE
GAMES DIRECTLY FROM
THE PAGES OF SUPER
GAMING! NOW YOU
CAN PURCHASE EXCIT-
ING FOREIGN GAMES
THROUGH THE MAIL!**



**HOT INFO • SECRET TRICKS & TIPS ON GETTING STARTED
FIRST LOOKS AT NEW RELEASES • MUCH MORE!**

MEGA DRIVE • PC ENGINE • SUPER FAMICOM

***SUPER
GAMING***

I WANT TO BE A SUPER GAMER!

Please enter my four issue sub-
scription to Super Gaming, the Ulti-
mate Video Game Preview Maga-
zine! Enclosed please find my
check or money order for \$9.95

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

MAKE CHECK OR MONEY ORDER PAYABLE TO:

SENDAI PUBLICATIONS, 1920 HIGHLAND AVE, LOMBARD, IL 60148

GENESIS • NINTENDO • NEO GEO • PORTABLES

**BE THE FIRST TO KNOW
WITH SUPER GAMING...**

Are you the type of video game player who has always wanted to know about the latest games and systems but could never find a magazine devoted entirely to what's new and in the future? Not just games for the Genesis, Turbo and Nintendo, but also previews of Japanese titles that won't arrive on these shores for years - if ever!

Now the editors of Electronic Gaming Monthly, always the first word in video games, has created a magazine especially for you! Super Gaming will take you where no other game magazine has ever gone before, with the latest news and game previews for your Sega 16-Bit, NEC or Nintendo systems! With Super Gaming you will know about the hottest carts of tomorrow today, as well as new developments and game systems!

BECOME A SUPER GAMER!

Take advantage of this introductory offer and you can receive four full-color issues of Super Gaming weeks before it appears in the stores for only \$9.95! Become a Super Player today!

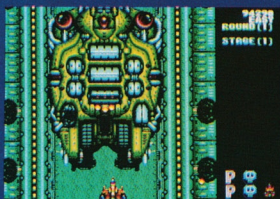
FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

MEGA PLAY

SPECIAL
INTRODUCTORY
SUBSCRIPTION
• ONLY \$9.95 •

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!



* TIPS, TRICKS, AND SECRET STRATEGIES ON YOUR FAVORITE NEW GAMES!

* plus GAME MAPS, NEW INFO, GOSSIP, HIGH SCORES and more for your SMS and GENESIS!

* HONEST MULTI-REVIEWS BY FOUR TOP PLAYERS!

* FIRST-LOOKS AND PREVIEWS OF NEW MASTER SYSTEM AND GENESIS GAMES!



I WANT MEGA PLAY!

Please start my introductory subscription to **MEGA PLAY** - the **ALL-SEGA GENESIS** and **MASTER SYSTEM** magazine!

Name

Address

City State Zip

Please include \$9.95 for your subscription and mail to:
Sendai Pub. , 1920 Highland, Suite 300, Lombard, IL 60148

Make check or money order payable to Sendai Publications. Foreign orders add \$10.00. Please wait until May 31, 1990 for your first issue. Quarterly issues will be mailed thereafter.



FINAL SPECS RELEASED ON THE SEGA 16-BIT CD-ROM FOR GENESIS!!

The CD-ROM adapter first shown in the Buyer's Guide special issue of EGM now appears to be closer to completion than ever before! This exciting new piece of hardware, which will allow Sega Genesis owners to upgrade their current system with CD-ROM capabilities is now in the final prototype form according to sources close to the project in Japan.

As we had originally been told, the Genesis CD-ROM will come equipped with a much more powerful array of abilities than those of its closest competition, the TurboGrafx-16. This will be done through an advanced chip set, extra RAM, more memory space and a super charged chip set that will allow the Genesis CD-ROM produce much more realistic sounds and music.

On board the Genesis peripheral will be a full 512K-bytes of RAM, equal to over 4,000 meg! An additional 540 meg of memory space will be instantly accessible at any one time, however, making the need for constant updating and reloading of information less frequent. Instead of displaying only a few images or rounds at a time



before the disk needs to be accessed, the Genesis CD-ROM will have enough space to store more game information. Now game interruptions will be few and far between!

Another difference between the Turbo CD and Genesis player are the sizes of the plug in battery softs that enable you to store games and game information. The Turbo CD-

ROM card carries a respectable two Meg of storage, but the Genesis CD-ROM cart will contain a full six Meg, enabling the device to record more information simultaneously!

The Genesis CD-ROM also comes equipped with more powerful, arcade-quality music and voice capabilities. By using a special eight channel PCM sound generator, the Genesis will finally be able to broadcast high-quality effects unlike anything that has ever been heard on the system before!

Along with these findings, we have also discovered that several licensees have begun active development for the Genesis CD-ROM. In addition to Sega, you can also expect to see new games like Assault on CD from Namco and others.

While it probably won't be released until next summer, the Genesis CD-ROM looks hotter than ever!



Look for a new, more detailed and realistic version of Super Monaco GP!



Forgotten Worlds Deluxe will be one of the first new games for the CD player.

NEW CONVERTOR ALLOWS YOUR TO PLAY GAMEBOY GAMES ON YOUR NES!

Many people have written and asked if there were any types of devices that would allow the use of GameBoy games on a television. While this capability has existed, and is even used by most of the major gaming mags for photography, it is not readily available to the public. The attachment, known as a WideBoy, plugs into the top of the Japanese version of the Nintendo, which then plugs into a television. Besides being bulky, the WideBoy add-on is also expensive, ranging anywhere from \$300 to \$500.

There may be hope, however for those die-hard gamers who want to feel the thrill of playing hand-held titles on the big screen. A new device developed by that technical wizard Paul Biederman of Biederman Design Labs (the same BDL that engineered the Express hand-held NES) will soon enable you to take GameBoy carts and play them on your 8-Bit Nintendo!

Instead of using a WideBoy-type unit, which is loaded with more circuitry than your Nintendo, the BDL GameBoy to Nintendo convertor takes the Z-80 code from the GameBoy carts and then, using a special cart that serves not only as the delivery system but also the translator of the information, changes it into the native 6502 language the Nintendo can instantly recognize!

Too good to be true? In fact it really does work and BDL plans to have a working model in production sometime in the near future. The device will not be licensed through Nintendo of America, but instead offered from a third-party source close to the industry.



Given Nintendo's recent history of hostile actions towards devices that use their hardware yet are developed independently, some may question whether the BDL GameBoy to Nintendo convertor will ever see the light of day. Whatever Nintendo's ultimate decision, however, there's no denying the fact that the translator is an exciting new peripheral with real applications.

Hopefully Nintendo will realize that this type of device will do nothing to interfere with sales of the hardware, but may instead stimulate software sales which, according to many industry insiders, are remaining flat.

The GameBoy to Nintendo convertor is also bound to elevate many of the problems players would have with the frequent blurring problem common to most fast-moving action-oriented titles. By displaying the picture on a television screen instead of the small GameBoy monitor, the resolution of the picture is retained and the animation doesn't suffer from the horrible distortion that scrolling and movement create.

For all of its benefits, the most important feature of the BDL GameBoy to Nintendo convertor is the promise to finally bring the ability of playing portable games at home.

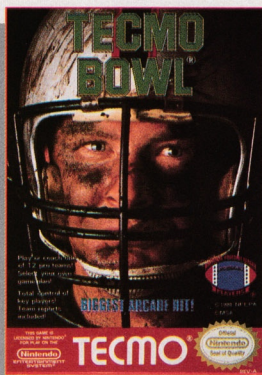
YOU'VE TRIED THE BEST NOW PLAY THE BEST!



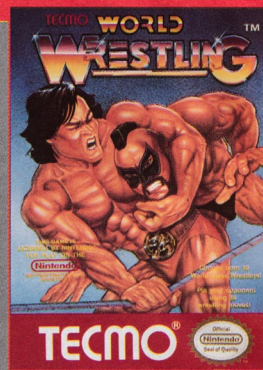
- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM

TECMO®

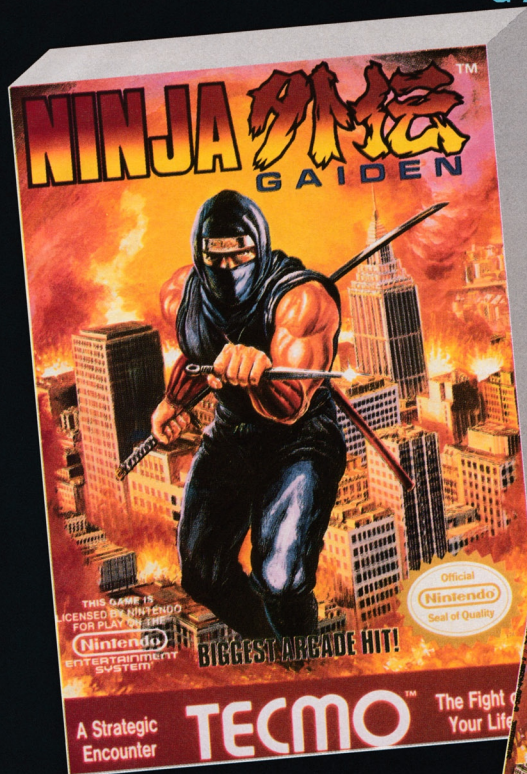


18005 S. Adria Maru Lane, Carson, CA 90746 • Tel: (213) 329-5880 • Fax: (213) 329-6134

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

LEARN THE REAL STORY!

NINJA 外伝™ GAIDEN



FREE!
NINJA GAIDEN™
NOVEL

For nearest participating
dealer, call 1-800-338-0336

While
Supplies Last



FREE SCHOLASTIC NOVEL

With the Purchase of
NINJA GAIDEN™ Cartridge
\$2.95 VALUE
At Participating Dealers

LICENCED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®

TECMO®



18005 S. Adria Maru Lane, Carson, CA 90746 • Tel: (213) 329-5880 • Fax: (213) 329-6134

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE

**METAL STORM, PACMANIA,
DICK TRACY, THUNDER FORCE
4, PAT RILEY BASKETBALL,
BUSTER DOUGLAS BOXING,
GYNOUG, BOMBERMAN.**

NEW SOFT NEWS

Genesis third party companies are starting to plan for the upcoming year. Renovation is taking a look at a tank shooter called Granada and an older Sega title - Arrowflash. Razor Soft plans to convert another computer game - Stormlord. Sega has confirmed a 1991 release of our friend Sonic the Hedgehog! On the GameBoy front, Arcadia has a new gambling cart called Caesars Palace. Capcom will do Megaman and CSG Imagesoft has Dragon's Lair.

MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Arcade

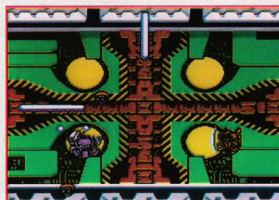
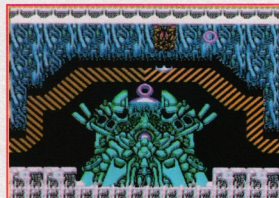
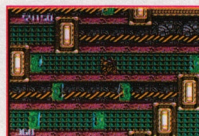
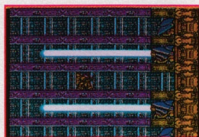
METAL STORM

Irem/Nintendo

Best known for their outstanding coin-ops and NES shooters, Irem continues the tradition with a new side scrolling action game featuring some of the most detailed and elaborate backgrounds ever seen in a Nintendo game. As required in a good shooter, Metal Storm offers a wide variety of power-ups and weapon choices including a unique 'flip' feature which allows you on-screen player to walk on the ceilings and do everything upside down! A password option is built in and this eliminates the need to have to repeat the earlier completed rounds. The enemy are numerous and 'dug in', making them difficult to destroy. Their firepower is equally a match for yours and part of the strategy of the game includes keeping and maintaining your weapons maxed out!



The backgrounds are some of the most detailed ever in a NES game!



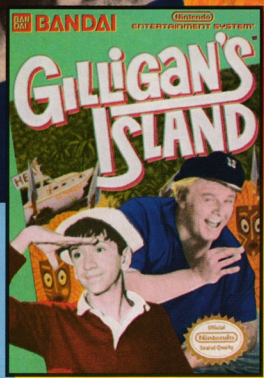
**BAN
DAI**

THE ADVENTURES OF

GILLIGAN'S ISLAND™



"OK LITTLE BUDDY, you just stay right behind your old pal the Skipper and everything's gonna be just fine. All we have to do is follow these clues and find the magic stone tablet and we can get off this forsaken island once and for all. So Gilligan, *please* try not to mess things up just this one time. Stay away from the quicksand and don't go wandering off into any dark caves. Can you promise me that, little buddy? Little buddy? Now where has he gone to? *Gilligan got out of that tree and stop messing around!!* OK, just walk right in my footsteps and don't cause anymore trouble or we could be stuck doing re-runs forever! OK, little buddy? Gilligan? *Gilligan!!!*"



At last, Bandai debuts the most successfully re-run television show in history for the first time on the Nintendo screen. This latest addition to the Nintendo game library comes with our 90-day limited warranty.

Bandai is a registered trademark of Bandai America, Inc.
Gilligan's Island is a trademark of Turner Entertainment Co.
© 1964, GLADASYA-UA TV. © 1989 Turner Entertainment Co.
© 1989 Bandai America, Inc.
Nintendo and Nintendo Entertainment System are
Trademarks of Nintendo of America Inc.

Licensed by Nintendo® for play on the

Nintendo

ENTERTAINMENT SYSTEM®

PACMANIA

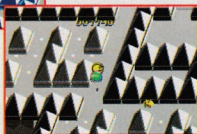
Tengen/Nintendo



Enjoy the intermissions between rounds!



Pac Man can now jump, but so can some of the ghosts!



Tengen is bringing the popular coin-op - Pacmania to the NES! Basically a 1990 version of the old favorite dot gobbler, Pacmania has been updated with a few new twists. The view of the screen is set in a 3/4 overhead perspective giving a pseudo 3-D effect. The playfield is huge and is now several screens wide and high! The goal is still the same - gobble all the dots on the screen but the family of ghosts have grown from 4 to over 8! To help you along though, you can now jump over the ghosts and the bonus fruit can give you extra speed to outrun the enemy! Get far enough into the game and the ghosts will start to mimic your moves. When you try to

jump over a green ghost, he will jump also! It's a whole new game and a worthy sequel to the old favorite!



Select your starting point at either level 1, 2 or 4.



Get the fruit for points and power pills to let you chase the ghosts!

THUNDER FORCE 4

Technosoft of Japan/Genesis

Known as Elemental Master in Japan, rumor has it that when this game comes to the States, the title will be Thunder Force 4. This super soft is a vertical scroller set in an overhead perspective. In the same tradition as TF3 there are tons of great weapons and power-ups to help you battle the new enemy and reclaim the fallen planets under siege!



GYNOUG

Dreamworks/Genesis



Next spring we can look forward to a new side scrolling soft based on a fantasy theme. This one, loosely translated as Gynoug (the name will be changed) features a winged hero on a mission to push back evil spirits who are trying to take over a medieval world. With detailed, multi-layered screens,

awesome weaponry, and hidden magic spells, Gynoug will combine both action and adventure together in one great cart!

BANDAI

Frankenstein™

The Monster Returns



We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulsh army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster ... It's up to you to destroy him!



Licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®



BUSTER DOUGLAS BOXING

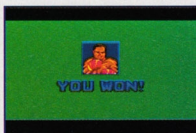
Sega/Master System

The popular Genesis boxing cart of the same name will soon be converted to the 8 bitter. Set in a side view perspective, you get to try out the same moves that Buster used in his last fight. Take on several different computer opponents or plug in a second controller and spar with a friend! Try the uppercuts and left and right hooks then wear your



opponent down with punches to the head and stomach. With his power meter depleted go for the knocked out!

Watch the power meters on the bottom of the screen. If yours gets low back off and block his punches until your strength returns. Then take the offensive with quick stomach punches!



PAT RILEY BASKETBALL

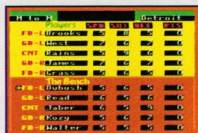
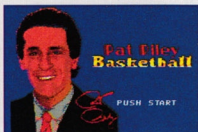
Sega/Master System



With a new Master System comes a new series of sports games! Pat Riley gets the headline here in this conversion from the Genesis version. It's a full 5 on 5 in some of the fastest SMS basketball ever! Like the 16 bit version, you can go for the special slam dunk. In this play, the screen zooms closer and you see your player



attempt the crowd pleasing shot! Fast ball handling and quick passes down court set up other shots but if you get too pushy the referee will call a foul! Three point shots and player substitutions are all built in as is the tournament mode where you can go for the championship! Lose and you will end up just like Riley, out looking for a new job!

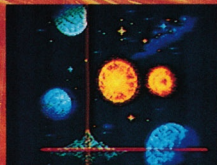


THUNDER FORCE™



Just when you thought
you had seen it all...

A new challenge
radiates forth from
worlds beyond imagination.
Surge through scrolling lava
flows and the thrust of massive
rock caves. Avoid losing control
amid perilous bubbles in
the murky depths ... to en-
counter even greater challenges
in realms of deeper dimension.



©1990 TECHNOSOFT San Francisco, CA (415) 441-1871
Distributed by KOT-B USA Inc.
Licensed by Sega Enterprises Ltd. for play on the
Sega Genesis System.
Sega and Genesis are trademarks of Sega Enterprises Ltd.

Technosoft



DICK TRACY

Sega/Genesis



Based on the popular summer movie set in the roaring 20's you, as the machine gun toting peace officer, must singlehandedly take on all of the gangs which are trying to control the city. Shoot your way through this side scrolling action as you encounter thugs and gangsters who are after the money from the contract put on your head by the mob!



BOMBERMAN

NEC of Japan/TurboGrafx-16



The Turbo GT (Turbo Express here) is just barely out in the stores and NEC of Japan is already bringing out the first game made specifically for their portable! While officially coming out only in Japan this year, Bomberman could very possibly make it's debut here in the states early next year when the Link Cable is scheduled to come out. But the game is not only playable



on the portable, it can also be used on the home system by connecting the multi tap and two to five controllers. If the name sounds familiar it should, as it is the Hudson Soft NES title which came out in Jan. 1989. Two years are up and this soft can come out on another system without Nintendo complaining.



RENOVATIONTM

PRODUCTS

SEGA
GENESISTM
16-BIT CARTRIDGE

LICENSED BY
SEGA ENTERPRISES LTD.
FOR PLAY ON THE
SEGA GENESIS SYSTEM.



X-GranadaTM



The Super Strategic Defense Initiative of the 1990's banned inter-continental ballistic missiles and nuclear warheads. Now the year is 2016. Weapons today are limited to super strategic mobile weapons.

Enter Granada. Hypertek-Cannon Tank. (HCT).

Firepower as we know it today is all but abandoned with Granada. Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces.

You will command Granada through the peaceful streets of Tobora. Battle the giant flying battleship Astarsha, and Valsic, another HCT.

If you enjoy fast paced action-packed thrills . . . you'll love the feel and sound of Granada.



Renovation Products, Inc. 987 University Avenue, Suite 10, Los Gatos, CA 95030. Phone (408) 395-8375. Fax (408) 395-8377.

© 1990 RENOVATION PRODUCTS, INC. A SUBSIDIARY OF TELENET JAPAN LTD. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

SUPER STAR SOLDIER

(NEC/TurboGrafx 16)

Secret Options Screen - Super Star Soldier is a very long and difficult game. There is a secret options screen which can be accessed by entering a long string of commands. First, turn the system off. Hold Run and Select and turn the machine on. When you see "Normal Game" appear in the title screen. When this appears quickly press: Left, Button 2, Up, Button 2, Right, Button 2, Down, Button 2, Left, Button 1, Up, Button 1, Right, Button 1, Down, Button 1. Then press buttons 1 and 2 simultaneously 8 times. Then push Select and Button 1 together 8 times. All of this has to be done while the music is still playing! If you do it correctly the title screen will scroll down to reveal a new secret menu screen! From this screen you can do 4 different tricks!!



Begin entering the commands when "Normal Game" appears!



The title screen will scroll down to reveal the options screen!



SOUND TEST

Listen to any of the 56 sounds in the game!



DIFFICULTY CHOICE

Make the game easier or harder to play!



SCREEN SIZE

Play in either a normal or vertical perspective!



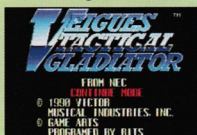
LEVEL SELECT

Begin game play at any of the 8 levels!

VEIGUES TACTICAL GLADIATOR

(NEC/TurboGrafx 16)

Hidden Continue Mode - To be able to continue a few times in this game press the Select button and Diagonally Left and Down together when the JVC Music Industries screen appears. The words "Continue Mode" will appear on the title screen. Play the game and when it says "Game Over" you will go back to the intro screen where the right side of it will be blackened out. Press Run to continue the game.



INTENSE!

SILVER SURFER

RIDING AN AWESOME WAVE
OF 3 MEGA FIREPOWER!



Our amphibious hero battles
enemies in Reptile World™!



Defeat Mephisto™ in
the Ultimate Battle!



Gather Orbs for Mega-Power
to battle Mephisto™!



Battling above hot lava in
Fire Lord™ World!



12
LEVELS OF
PLAY!



ARCADIA SYSTEMS, INC.
18001 Cowan Street, Suite A
Irvine, CA 92714
Tel: (714) 833-8710

LICENSED BY NINTENDO
FOR PLAY ON THE

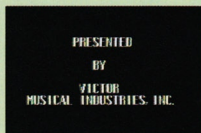


Arcadia is a registered trademark of
Arcadia Systems, Inc. Copyright © 1990 Marvel
Entertainment Group, Inc. All Rights Reserved. Silver
Surfer, and all other characters and character names are
trademarks of Marvel Entertainment Group, Inc. and are used
with permission. © 1990 Arcadia Systems, Inc. All Rights Reserved.
Nintendo, Official Seal and Nintendo Entertainment System are registered
trademarks of Nintendo of America Inc.

VEIGUES TACTICAL GLADIATOR

(NEC/TurboGrafx 16)

Sound Test - To listen to the tunes which are played throughout the game, enter the following commands before the title screen comes on. As soon as you see the "Presented by Victor Musical Industries Inc." screen, press button 1. Reset the game using the Run and Select buttons. You will see the screen blink. Simultaneously press and hold the Select button and Diagonally Up and to the Left on the control pad until the title screen comes on. If done correctly "Music Mode" will appear in red letters in the center of the title screen. Press button 1 to run through the different tunes.



Perform this trick during the credit screen.

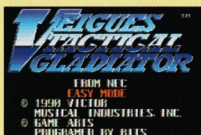


Use button 1 to preview the tunes!

VEIGUES TACTICAL GLADIATOR

(NEC/TurboGrafx 16)

Change Difficulty Setting - If you are having a hard time getting through this game there is a way to play on an "Easy" setting. Like the trick above, enter the following commands before the title screen comes on. As soon as you see the "Presented by Victor Musical Industries Inc." screen, press both buttons 1 and 2 at the same time. Reset the game using the Run and Select buttons. You will see the screen blink. Simultaneously press and hold the Select button and Diagonally Up and to the Right on the control pad until the title screen comes on. If done correctly "Easy Mode" will appear in red letters in the center of the title screen. Press button 1 to run through the different tunes.



"Easy Mode" will appear after doing the trick.



You get more power-up points at the end of round !

TEENAGE MUTANT NINJA TURTLES

(Ultra/GameBoy)

Restore Energy - At any point in the game press: Up, Up, Down, Down, Left, Right, Left, Right, Button B, Button A to fill up your energy supply.

BRAVOMAN

(NEC/TurboGrafx16)

Infinite continues - Kill off your man at exactly 10,000 points. When it asks if you want to continue, don't do anything. The title screen will come up. Then push: Up, Right, Down, Left, Button 2, Select, Button 2, Select. The next time you have to continue you will see that you have infinite continues!



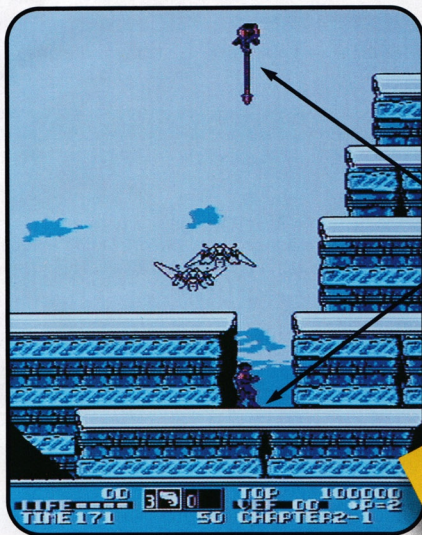
BRAVOMAN

(NEC/TurboGrafx 16)

Continue from where you die - Instead of continuing your game back at the beginning of the round, press Run repeatedly just as you are dying to continue from that point!



Jump!



Power-up your
anti-gravity belt,
then jump almost
2 SCREENS HIGH!

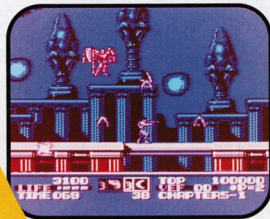
END JUMP HERE!

START JUMP HERE!

Use super-human jumping skills
to climb giant cliffs & tall towers.



With Low G Man you can
Run, Jump, Stab, Seize & more!



Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend
on you - Low G Man, the most
skillful warrior alive. If you
think you've got the guts, your
stash will include a deadly
armor-piercing spear, an electro-
magnetic disruptor and a super-
human jump (up to 1 3/4 screens)!

If You Fail, No One Survives!

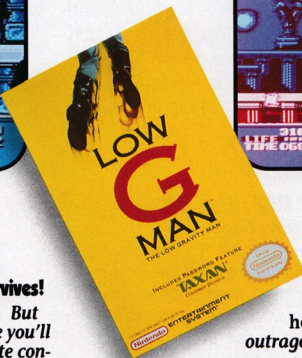
So don't. But
just in case you'll
have infinite con-
tinues & a password.
You'll get rapid action,
detailed scrolling backgrounds,

bundles of surprises,
multiple levels,
infectious music,
heavy power-ups, and
outrageously massive Bosses.

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man,
but only a few can master the
skills to save the CUE.

If you're ready for a game that
gives you everything and only
asks for your extreme concentra-
tion, then watch for Low G Man.



TAXAN
Consumer Division



© 1990 TAXAN USA Corp. All rights reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. Low G Man, Burial Fighter, & Putt Master are trademarks of and copyright protected by TAXAN USA Corporation. 8 Eyes is a trademark and copyright of Seta/Thinking Rabbit. Mappy-Land is a trademark and copyright of Namco LTD. G.I. Joe is a registered trademark of Hasbro, Inc.

BRAVOMAN

(NEC/TurboGrafx 16)

Secret Boss Fighting Game - There is a hidden game with it's own special ending inside this fine NEC card. At the title screen, alternate pressing the Select button and button 2 over and over again until a new title screen appears! Then press any button to scroll through the message and a listing of the 14 bosses will appear. Select any one you want to start with and press button 1. If you beat him an X will appear over his number. Beat them all and get a different ending to the game!



Press Select and button 2 repeatedly up to intro.



Get the new, secret intro screen!



Pick the boss you want to fight with!

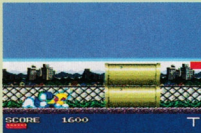


Warp to the boss screen and take him on!

BRAVOMAN

(NEC/TurboGrafx 16)

Free 1-Up - There is a hidden 1-Up in the middle of Stage 9. To get it Go through the bottom pipe as shown in the photo below. Don't completely come out of the pipe but 'head butt' the oncoming enemy. You will go to a new screen where an alien will give you a 1-Up! Try it again in Stage 21!



Crawl into the bottom pipe!



Head butt the enemy coming at you!



Warp to the new screen for a 1-Up!



Get another 1-Up on Stage 21!

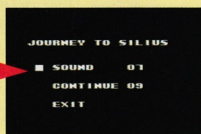
JOURNEY TO SILIUS

(Sunsoft/Nintendo)

Get 9 continues and Sound Test - To give you a little extra help with this fine game, there is a way to get 9 continues rather than the standard 3 times continue. At the title screen, press the B button 33 times. Then press start. You can also listen to the sounds used in the game.



Kick out the center pipe and crawl down!



Talk to the girl in the game!

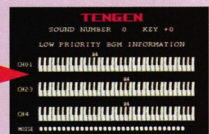
KLAX

(Tengen/TurboGrafx 16)

Sound Test - At the Option screen hold down both the Select button and button 2. Then press the Run button twice. This will get you into a very different kind of Sound test screen that lets you play the tunes with an on-screen keyboards!



Do the trick at the Option screen.



Try out all the different sounds !

Seize!



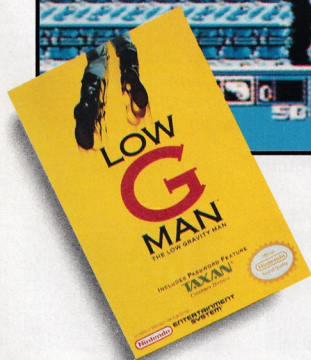
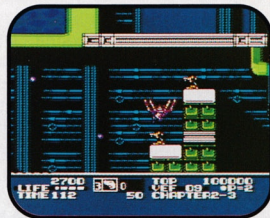
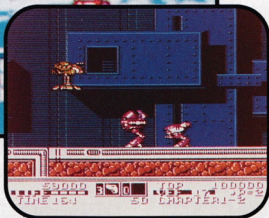
Play bombardier in
the Hover vehicle!



Snag a few Wave weapons to
help in your grueling fight!



Climb on ceilings using the Spider vehicle!
Spray bullets with the help of the Walker(L).



**Do You Have the Savage Instincts
Required to Save the Countries of
United Earth from War-Crazed Robots?**

The lives of trillions depend on you - Low G Man, the most extraordinary warrior alive. If you are to succeed in your mission, you must master the deadly armor-piercing spear, an electro-mag-

netic disruptor pistol and a super-human jump (up to 1 3/4 screens)!

**Are You Sly Enough to Seize
Enemy Vehicles & Weapons?**

Capture the Hover, Walker, and amazing Spider vehicles! Freeze the enemy with your EMDP, then jump on and stab the robot driver.

With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wave!

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, infinite continue & a password.

Can You Handle "Low G Man"?

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

TAXAN
Consumer Division



© 1990 TAXAN USA Corp. All rights reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. Low G Man, Burai Fighter, & Putt Master are trademarks of and copyright protected by TAXAN USA Corporation. 8 Eyes is a trademark and copyright of Seta/Thinking Rabbit. Mappy-Land is a trademark and copyright of Namco LTD. G.I. Joe is a registered trademark of Hasbro, Inc.

KLAX

(Tengen/TurboGrafx 16)

Unlimited Continues - As you progress into the higher rounds of this great block-dropping cart, the game play gets harder. If you really have an itchin' (and the patience) to make it to round 100 here's a way to keep progressing in the game. After you lose a life and the screen says "Press Flip to Continue", hold down the Select button and press up on the controller several times to increase the number of continues. For each time you press Up your number of continues increases by one. You can have up to a maximum of 9 continues at any one time. You can however, repeat this trick as often as you want in the game!



Do the trick when it asks you to continue.



Get up to 9 continues as often as you want!

PHELIOS

(Namco/Genesis)

9 time continue - Having trouble with Phelios? The 3 times continue just might not be enough to get you through at the advanced difficulty level. To increase this to 9 continues, get into the Chapter 1 intro screen (shown below). While in it press buttons C, A, B, A, C, A, B, A.



KLAX

(Tengen/TurboGrafx 16)

View the Different Screens - OK, so you don't have the patience nor do you want to continue forever but you still are curious as to what happens in the 100 screens. Here is a trick which lets you look at the different backgrounds which come up throughout the game. Go into the Options screen and hold both the Select button and button 2 down. Then press the Run button. You now can preview the 100 screens by pressing down on the control pad!

Change Screen Brightness - While in this special mode, if you press button 1 you can increase the screen brightness. By pressing button 2 you decrease the brightness!



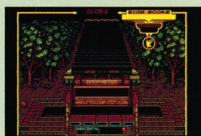
Go to Options Mode.



Preview Level 50!



Preview level 99!



Change brightness!

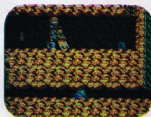
WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. Void where prohibited by law.



MegaMan[®] 3. Anything else you need to know?



You'll slide through secret tunnels to avoid bulldozing robots.



It's hard to top TopMan's dangerous spins.



You and your sidekick Rush will fly over enemy territory to avoid the walking time bombs.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

Licensed by Nintendo® for Play on the



© 1990 CAPCOM USA, INC. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. For more information call 408-727-0400.

CAPCOM[®]
USA

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Super Famicom takes Japan by Storm!! Dozens of New SF and Mega Drive Softs Coming Soon!

Capcom/Super Famicom GHOULS AND GHOSTS 3

Capcom has decided to bring out the sequel to their multi-system hit - Ghouls and Ghosts on the Super Famicom first. Containing very detailed multi-layered backgrounds along with a whole new cast of evil demons, G & G 3 continues along the same lines as your previous adventure. Since it is about 80 percent complete it should be out in early 1991!



It's the best Ghouls and Ghosts yet with graphics and sound only the SF can do!



CBS/Sony Group/Super Famicom JELLY BEAN

CBS/Sony is entering the SF market with a game which is designed specifically for the younger audience. It is a nonviolent game with you as a cute, blue jelly bean with big eyes. You travel through the multi-layered outdoor landscapes on a quest looking for your long lost fellow jelly beans. It's dangerous out there as there are hungry animals and birds on the lookout for a free, tasty meal and that is you! Jelly Bean is scheduled for release in April 1991.



Explore the countryside as a blue jelly bean with eyes!



Taito/Mega Drive DARIUS 2



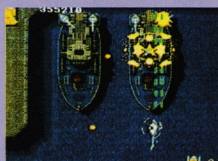
The popular PC Engine super shoo-ter is finally crossing over to another game system. While not containing all 26 levels, Mega Drive users will at least get to play a portion of this side scrolling underwater action game. All the different types of weapons are here as are the shields, power-ups and huge end of round boss mechanical fish!



Large Boss fish!



Treco/Mega Drive TWIN COBRA



Spectacular graphics and tremendous firepower!

The popular Romstar arcade game is being converted for the Mega Drive. Similar to the NES game but graphically improved to make this version one of the best vertically scrolling shooters. With tremendous firepower and flicker-free action.



Telenet/Mega Drive GAIARES

Another new side view horizontal shooter will be coming from Telenet. Taking place in outer space, above the earth and down into highly fortified corridors, this game features multi-dimensional backgrounds, a wide variety of weapons and options to help you rid the planet of an invading force of star ships.



Multi-dimensional layered backgrounds along with huge full screen end of round boss aliens!

Sega/Mega Drive V-ATTACK

Awesome background graphics, similar to the moving flame waves in Thunder Force 3, make V-Attack a visually stunning game! Add over a half dozen different types of weapons and power enhancements and its another hit for Sega!



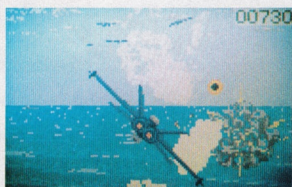
Spectacular wave backgrounds!

Sega/Mega Drive CRACKDOWN

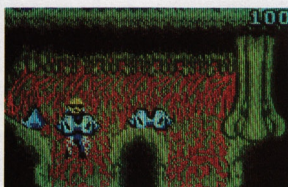
Sega of Japan is converting one of their great arcade classics to the Mega Drive. You and a friend must case the city looking for time bombs set by the terrorists! The screen is split so each person can move independently and there is an overview of the entire building to help you locate the enemy. Armed with a cannon and smart bombs for protection, you'll have to move fast to beat the clock!



The Following Be Too Graph



Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING**.



After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game - **SLIME WORLD**.



RYGAR, the 2 player arcade bit that pits you against ferocious beasts, bideous demons or worse, your best friend.



PAPERBOY. Fling papers at non-subscribers, race your bicycle on people's lawns - in other words, the ultimate afterschool job.



RAMPAGE. Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET**.

Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.



And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,



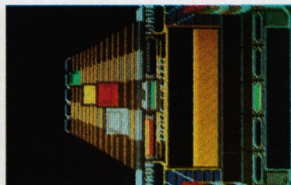
g Scenes May ic For Adults.



ROBO SQUASH. The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.



XENOPHOBE. Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.



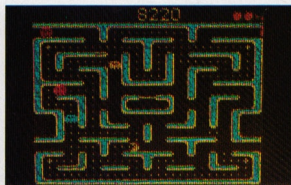
KLAX. Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.



ROAD BLASTER. Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.



It's a galactic shoot out between you and aliens in the 4 player game **ZAXXON MERCENARY.** Your only hope is to kill them all or break for lunch.



Help **MS. PACMAN** escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx,

you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.



The final test of the

You've conquered Super Mario Brothers 3™, beaten Ninja Gaiden II™, trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.™

Are you equal to the task of rescuing the princess from the evil wizard Morbius? In the brilliant 3-D fantasy Solstice, Shadax the sorcerer must find the six pieces of the Staff of Demnos in order to gain the power he needs to save his beloved. And you must guide him in his quest through the ancient fortress of Kastlerock. But be forewarned, do not underestimate the difficulty of the journey at hand. Listen to the words of those that have gone before you.



"Only by using your years of spell-casting wisely will you survive the more than Two Hundred Fifty rooms in Solstice. Nearly every room presents a unique challenge to your intelligence, resourcefulness, and timing."—Gary Meredith, GAME PLAYERS. "Solstice, a new action/puzzle game... a challenging task indeed... three dimensional view."—NINTENDO POWER™ March/April, 1990. "A challenging, spellbinding cartridge—completely original in concept!"—GAMEPRO MAGAZINE.



* Solstice™ is distributed by CSG Imagesoft Inc., Los Angeles, CA. CSG Imagesoft® and Imagesoft® are trademarks of CSG Imagesoft Inc. Solstice™ is a trademark of Software Creations (ROM Development) Ltd. © 1989 Software Creations (ROM Development) Ltd. Super Mario Bros. 3™, Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Tetris™ is a trademark of Electronic Arts (EA) Inc. Tetris is licensed to Nintendo. © 1989 Nintendo. All rights reserved. Original concept, design, and program by Alexey Pajitnov. Ninja Gaiden II® is a trademark of Tecmo Inc.



Game
masters—Should you search for Solstice in vain, send us the names of three stores you have visited. And we will assist you in beginning your quest. Masters of Solstice—please send us your tips, maps, ideas for Solstice 2.

Name _____ Age _____
Address _____
City _____ State _____ Zip _____
Store 1 _____ 2 _____ 3 _____

Mail to: CSG Imagesoft Inc., 9200 Sunset Blvd., Suite 820, LA, CA 90069
(213) 858-3777. Look for your next issue of Players Newsletter.



Game Master.



GoldstickTM



DATA EAST INTRODUCES: THE SIMPSONS PINBALL!

"Comin' Through Man!"...
Bart Simpson is at it again.
This time America's #1
Underachiever is at the helm
of Data East's sensational
new pin -- "The Simpsons!"

"Whoa, Mama!" is how this game is best described. This pin is loaded with fun, action, and features galore that only a one-of-a-kind guy like Bart could fathom! Every pop-bumper and drop target reinforces The Simpsons theme, as does the playfield art (a collage of excerpts from favorite episodes of The Simpsons), backglass art, exceptional digitized speech, and features such as the Ultimate Behemoth Ramp, The Nuclear Jackpot, and Multi-Ball play. Place all this on a well designed playfield layout and you've guaranteed a rewarding Simpson experience for both novice and expert players alike.

The Simpsons Pinball doesn't rest on its license... it truly is one of the best designed pins out there. Credit due to the fine design team at Data East, namely lead designer Joe Kaminkow, an industry veteran instrumental in the resurgence of pinball via his work on Space Shuttle for Williams, Ed Cebula, an engineering genius responsible for the finely tuned mechanical design of The Simpsons Pinball, and of course, the Simpsons creator - Matt Groening. An



avid pinball player himself, Matt worked closely on the design from day one. As Matt explains, "Games are another way of story telling." Joe Kaminkow also noted that Matt contributed to the decision to include twice as much digitized speech as was originally intended so that the player wouldn't tire of repetitiveness. "We had to double our speech capability to pull it off, but the effort is rewarded in the play experience," claims Kaminkow. Yet another example of the uncompromised design that resulted in a remarkable pin. Enough Kudos; you just gotta play it! "Later, Dudes! I'm outta here!"

Look forward to more data east flipper action coming soon: T.M.N.T, Batman, Star Trek 25th Anniversary, and Total Recall.



The Simpsons are not only on TV, but they are coming to a video game (Acclaim), a pinball game (Data East), and soon...an arcade game (Konami)!



The fantastic Simpsons pinball is already out! EGM's Steve Ryno gives it a test!

NINTENDO

P • L • A • Y • E • R

FACT-FILE

Manufacturer: Acclaim

Machine: NES

Cart Size: 2 Meg

Number of Levels: N/A

Theme: Action

Difficulty: Average

Number of Players: 1

Available: December '90



You know 'em and you love 'em! First there's Homer, the bumbling and balding father figure who's every environmentalist's worst nightmare; Marge, the happy housewife with a 'do that only Frankenstein could appreciate; Lisa, the super-smart jazz fan with an ear for the blues and baby Maggie who's main form of expression is a gyrating nookie. Rounding out this ideal post-nuclear family is bad-boy Bart, the smart-mouthed star of America's number one television show, The Simpsons.

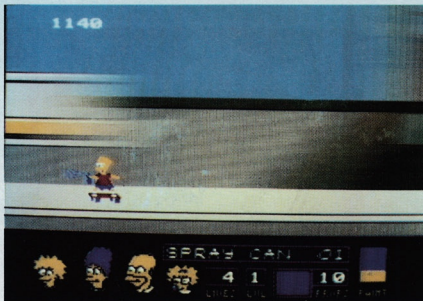
Together, this ensemble has successfully shot to the top of the charts! Capitalizing on this overnight fame, Acclaim has rounded up the Simpson's family for what is sure to be their most exciting adventure yet, focusing on the seemingly naughty exploits of spike-haired Bart, out to save the town from an alien foe!

This Nintendo-compatible cartridge begins with Bart glancing through the pages of his favorite comic book before spying an advert offering the miracle of X-Ray vision for mere dollars! In possession of his new specs, Bart is soon

Unable to convince his parents or siblings of the impending doom about to befall the residents of Springfield, Bart sets out on a one-man mission to disrupt the alien plans and insure that he'll get to his next birthday!

The aliens, it appears, are removing certain objects in preparation for their takeover. While these items are varied, they all share one common feature: they are blue. Realizing this, Bart sets out about town, spray paint in hand, determined to deface anything and everything with a blue hue. Only by stopping the enemy in this way can Bart save the city!

Unfortunately, Bart's reputation precedes him. Unable to sway others to his story, Bart must avoid other obstacles from good folks who see the mischievous Simpson son living up to his questionable standards.



Skateboardin' with spray paint!

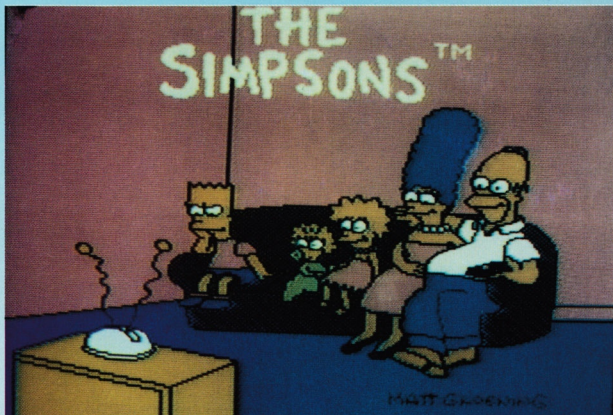
shocked at what he discovers. The glasses enable him to see two local civic workers for what they really are...space aliens!

When Bart is able to make it around the dangers and complete his round by round tasks, he's given the chance to convince one of his family members, in a cleverly animated sequence, of his true intentions. It's not easy, but level by level the Simpson family begins to believe in Bart's tale, but only when all the members agree with Bart does the game take its final set of twists and turns.

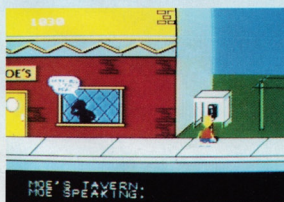
The climax of the game leads Bart to the Springfield nuclear power plant, which due to certain circumstances, is about to go super-nova and take the town with it! Only with some quick reflexes and a little bit of ingenuity (not to mention help from a younger member of the Simpson's clan) will Bart be able to save the day!

The Simpsons game for the Nintendo Entertainment System captures all of the fun and excitement of America's most popular television show with an inventive storyline, nice side-scrolling action and plenty for Bart and company to interact with. Whether it's an other-world menace or a local out to give the bad-boy a hard time, Bart has a special job to do and the fate of all of his friends, no matter how nasty they get, is in his hands (gulp!).

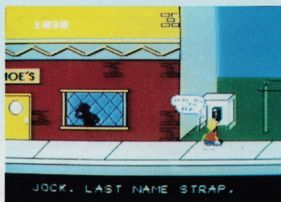
Look for more on this exciting new game from Acclaim in an upcoming issue of Electronic Gaming Monthly! Ay Carumba, home boy, I can hardly wait!



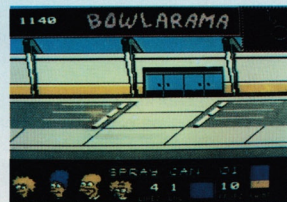
The Simpson's family is all at home in this new action/adventure game that pits Bart and company against a very different sort of invader!



In the early prototype, you could even play pranks...



...that only Bart Simpson would get off pulling!



The prototype used popular spots from the TV series!

FACT-FILE

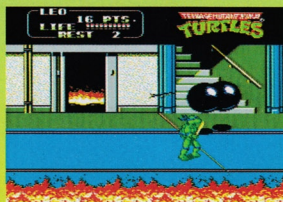
Manufacturer: Ultra
Machine: NES
Cart Size: 4 Meg
Number of Levels:
Theme: Action
Difficulty: Average
Number of Players: 1 to 4
Available: December '90

TURTLE POWER!!

The fab four of the 90's are back in their biggest adventure yet! It's straight from the arcades in the best translation possible on the NES! With a full 4 megabits of power plus a MMC3 chip Konami has taken NES technology into areas where no one has ever gone before! And it shows!

In this sequel both April and Splinter have been kidnapped by Shredder and you and a friend must save them! But Shredder knows you are coming and has his henchmen - Bebop, Rocksteady, Krang and other new missionaries - Tora and Shogun ready to make turtle soup out of you!

Your adventure takes you all through New York city. You start in a burning building where April is trapped! It's all a set up and after you eliminate Bebop, Shredder appears, grabs April and escapes! You hit the streets searching for her grabbing an occasional piece of pizza for energy! Not finding her there, it's time to go down into the sewers. April, unfortunately isn't there either and you climb back up to find it's winter where a killer snowman is waiting for you. Spring comes and your quest takes you through a parking garage where you rescue April! Shredder grabs Splinter and takes him to one of his factories. Take on a rockman armed with a flamethrower and try to save Splinter! Now for revenge!! Fight through Shogun's house and into the Technodrome where Shredder has a special surprise waiting for you!

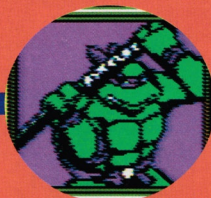


Watch out for the giant bowling balls coming down the stairs!



The Pizza Hut signs will fall off the wall revealing more enemy!





Up in the streets the turtles must fight with the ninjas coming at them from both sides of the screen. Grab the slice of pizza for energy!



Take on Rocksteady who is the end of round boss. Don't stay in one spot for long or he'll drill you. Use jump kicks to finish him off.

After a while in the sewers you come street-side again to find it's winter. Take out the snow men and go after Tora who throws huge ice boulders at you.



After a while it warms up and the snow melts. You now can use your jet-powered skateboards to even up the score with Shredder's helicopters.



You're now off to rescue Splinter and then it's on to the Technodrome. But before you get there you must get by one of Shredder's bounty hunters!



The Technodrome is your last stop. It's fully protected with wall mounted lasers, energy towers and lots of robots. Shredder is there waiting for you!

In the parking garage proceed carefully, as you not only have to take out the machine gun toting enemy but you must watch out for the cars which will be pulling out of their parking spots. Use the orange traffic pylons on the roadway as weapons and be ready for the enemy reinforcements who will come charging out of the van. Use the exploding barrel as a weapon!



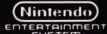
TURTLE POWER!!

OFFICIAL
**Advanced
Dungeons & Dragons®**
VIDEO GAME

HEROES OF THE LANCE

Licensed by Nintendo

for play on the



Official
Nintendo
Seal of Quality



TSR, INC. STRATEGIC SIMULATIONS, INC.®

©1988, 1990 TSR, Inc. ©1988, 1990 Strategic Simulations, Inc. © Pony Canyon, Inc. Presented by FCI. All rights reserved. ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. FCI is a registered trademark of Fujisaki Communications International, Inc. 150 East 52 Street NY, NY 10022. Consumer Information (708) 968 0425



The Biggest News in the History of Krynn!

Heroes of the Lance Is Here!

The first official ADVANCED DUNGEONS AND DRAGONS® game for Nintendo!

Big news for AD&D® gamers! Now you can play the first Official ADVANCED DUNGEONS & DRAGONS® action game made for the Nintendo Entertainment System!® *Heroes of the Lance* is a challenging action-adventure game based on the popular *Dragons of Despair* DRAGONLANCE® module. The player takes control of eight fighting fantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters, in their quest for the precious Disks of Mishakal. Decide the fate of the world of Krynn. Vanquish the ancient black dragon Khisanth or be doomed to failure! Look for the Official ADVANCED DUNGEONS & DRAGONS® trademark to be sure you're getting the only authorized AD&D® Nintendo products. Get *Heroes of the Lance*, the newest fast-action game from FCI.



- Action-packed animation graphics
- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

FCI 
Not Just Kid Stuff

DO YOU PLAY VIDEO GAMES??

THEN YOU MUST SUBSCRIBE TO . . .

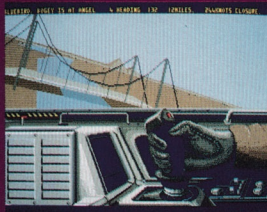
ELECTRONIC GAMING MONTHLY



Each big issue of **ELECTRONIC GAMING MONTHLY** is loaded with behind-the-scenes info, previews of unreleased games, and cart reviews that you can trust!

Also get exclusive U.S. National Video Game Team endorsements, contests, high scores, secret code trading cards, and tip booklets that have all the tricks and strategies you need to amaze your friends and play like a pro on all the newest games!

You get all this and more in each full color issue of **ELECTRONIC GAMING MONTHLY**... **THE video game resource!**



- * **FULL COLOR!**
- * **TIP BOOKLETS!**
- * **PREVIEWS!**
- * **HIGH SCORES!**
- * **CODE CARDS!**
- * **CONTESTS!**
- * **PLUS MUCH, MUCH MORE!**

I WANT TO PLAY LIKE A PRO!



YES! I want to subscribe to **ELECTRONIC GAMING MONTHLY** for the low price of **\$19.95** for a full year (that's 12 incredible issues for 50% off the cover price).

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

PHONE _____

BIRTHDATE _____

To order, send the above form, with a check or money order for \$19.95 to:

SENDAI PUBLICATIONS, INC.

1920 Highland Ave
Suite 300 - Dept. A
Lombard, IL 60148



FACT-FILE

Manufacturer: Sega
Machine: Master System
Cart Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: February '91

LOKI GOES 8 BIT!!

The fantastic Ghouls'N Ghosts which we all have grown to love on the Genesis has now been translated for the Master System! And it is a very fine one at that! All the levels are there as are the demons of the dead. The weapons are expanded though, requiring you to journey into secret doors which appear from within certain treasure chests. Once inside you can power-up one of three features: better armor, boots or a new weapon. Other times Arthur will enter a different shop that allows you to replenish your health or magic! Loki is back in this version and, similar to its 16-Bit brother, you must play through the game twice to reach his lair! It's a cartridge that Master System players have wanted for, and with all the new features and surprisingly good graphics for an 8-Bit engine, Ghouls and Ghosts is winner from beginning to end.

GHOULS AND GHOSTS



SAME LEVELS AS GENESIS!





BOSS DEMONS!



LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5

MAGIC POWERS



Shield



Double



Fire



Thunder



Bombs



Life

ARMOR STATUS



Silver



Red



Green

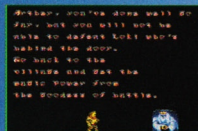


Gold

GREAT EFFECTS!



Double Demons!



Play Again!



LOKI!!!

TREASURE CHESTS..

The treasure chests are treated differently in the 8 bit version. Open it and either go to...



TRICK OR TREAT!



...a power-up shop or fight it out with with a demon who can turn you into an old man or a duck!!



AFTER PLAYING THROUGH THE GAME, REPEAT IT ONCE MORE TO GET TO LOKI!!

OUTPOST: GENESIS

FACT-FILE

Manufacturer: Sega

Machine: Genesis

Cart Size: 4 Meg

Number of Levels: 7

Theme: Target Shooter

Difficulty: Easy

Number of Players: 1

Available: December '90

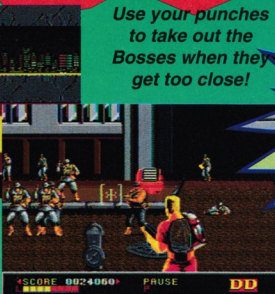
A well-armed army of both mechanical and man-led terrorists is threatening to strike out against strategic targets the world over! Instead of letting these ruthless cowards fulfill their dreams of world domination, it's time to send in the one-man military machine capable of dropping the bad-guys on their own turf. It's time for the Dynamite Duke!

This multi-level translation of the popular Fab-Tek arcade shooter puts you in the shoes of a fearless fighter out to stop the enemy at whatever cost, in whatever environment they reside. Press on through their defenses with machine gun in hand, infiltrate their strongholds and battle the Bosses one-on-one, using your dynamite punches and close combat skills! This is one fight the Duke will remember forever!





*Fight your way
past the bad guys
in seven levels of
dynamite play!*



*Use your punches
to take out the
Bosses when they
get too close!*



**FIGHT AGAINST 12 HUMAN
AND MECHANICAL BOSS
OPPONENTS!**

**CHARGE TOWARDS THE
BOSS ATTACKERS!**



BULLETS
Increases your
reserve supply



HEALTH
Revitalizes some
of Duke's energy



DYNAMITE PUNCH
Destroys all ene-
mies on screen



ARMOR
Deflects damage
from enemy



FULL AUTO
Allows for rapid-
fire action



FACT-FILE

Manufacturer: EA
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: N/A
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: November, '90

John Madden FOOTBALL

With the football season well under way, the armchair quarterbacks rule the weekends! Now, thanks to Electronic Arts, these weekend warriors can sharpen up their strategy during the week

with John Madden Football on their Genesis. Everything is built into this super simulation! Play alone against Madden or take on a buddy. You can pick your teams from 16 pro cities or go up against a hand picked team of Madden All Stars! You have a choice of several types of seasons but the real enthusiast will go all out for the Playoffs! In this mode even the weather conditions change! Slide on the slick turf in the rain, get chilled in the snow and splash around in the mud!

After tinkering with all the options you can sit back and read the scouting report on the two teams. John tells all! Which player is hot, who is weak up the middle, or who is not having a good season!

Finally it's game time! Hopefully you read the instructions as even the simple kickoff has a strength meter! If you're on defense you

head downfield and can select to control the player closest to the action. Go for a solid diving hit and he just might cough up the ball! Miss by just a bit and you'll go sailing off empty handed! If

you're the kick off return man get behind your blockers and if it looks like you're going down in flames press the B button to try to spin away from a tackler!

So you didn't run it back for a TD. Now you get to try some real football.

While in the huddle you can check out your plays on the scoreboard. And what a choice! First choose a Set. These are the types of players who will run your play. You have 6 choices. Then select a formation to determine how you will line up. There are 5 possibilities. Next pick a play. Six

different picks! Oh, yes do it quick as the 45 second clock is counting down! As a final option, you can always call an audible on the line! For defense your choices are also numerous, 5 formations, three sets and 6 plays! There's a lot more,

half time stats, summaries of other games being played and even highlights of close contests!



Madden Football even has penalties...just like the real game!



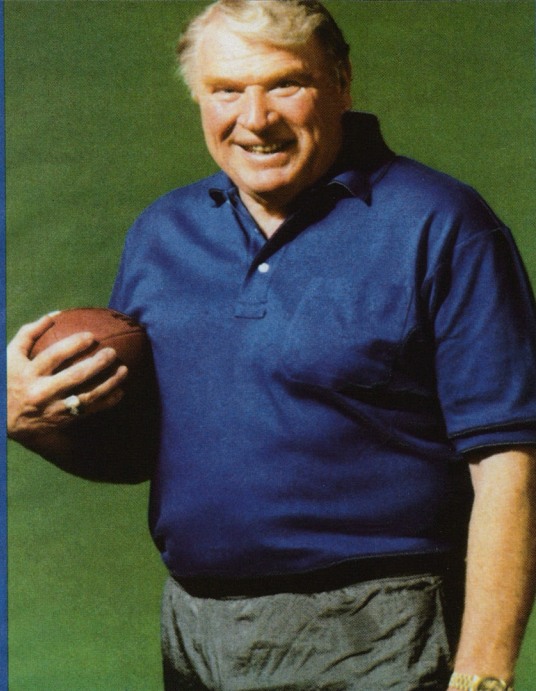
During halftime you even get to see the scores of other games from around the league!



KICKING GAME



The perspective changes when you take over the defense!



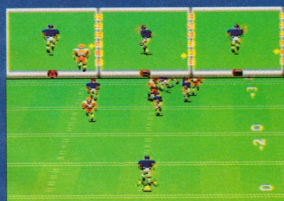
CHOOSE YOUR PLAY!



Unlike other football games, Madden Football gives you an enormous amount of variety in plays without getting overly complicating or slowing the game down!



PASSING GAME



Passing is done by identifying the receiver with the buttons...

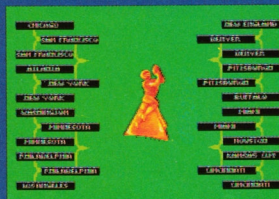


...which sends the ball to that player who must catch it!

GAME SELECT

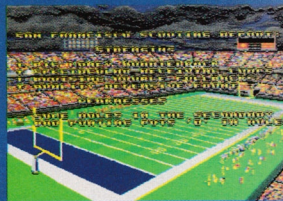


In Madden you can tailor your own teams for regular play...



...or compete in the tournament against the rest of the league!

PRE & POST GAME



Before the kickoff, analyze teams with scouting reports!



Every half John Madden gives you the game's statistics!

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 16
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: November '90



WELCOME TO THE CASTLE OF ILLUSIONS...

Well Mickey, it used to be fun. Just you and Minnie living happily in cartoonland. But now all of that is over as the wicked witch Mizrabel has kidnapped poor Minnie and taken her to the dreaded and mysterious Castle of Illusion. You know that place, it's where all of the toys you played with in your past episodes live. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rainbow. They will give you the power to defeat Mizrabel!

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where wooden soldiers and jack-in-the-boxes come after you. Bounce across the jello and into the topsyturvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice cream, cookies and cakes, then back to the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinth follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinth and Minnie is in sight, but first you have to defeat the evil Mizrabel herself!



LEVEL ONE - Begin in the forest...where can Minnie be?



LEVEL TWO - Now you're in Toyland, where up can be down!



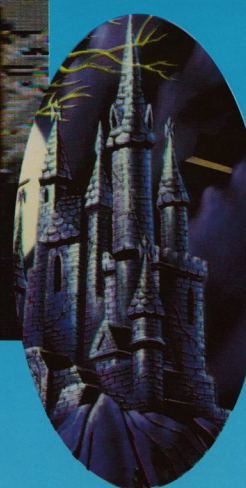
FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 16
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: November '90

WELCOME TO THE CASTLE OF ILLUSIONS...

Well Mickey, it used to be fun. Just you and Minnie living happily in cartoonland. But now all of that is over as the wicked witch Mizrabel has kidnapped poor Minnie and taken her to the dreaded and mysterious Castle of Illusion. You know that place, it's where all of the toys you played with in your past episodes live. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rainbow. They will give you the power to defeat Mizrabel!

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where wooden soldiers and jack-in-the-boxes come after you. Bounce across the jello and into the topsy-turvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice cream, cookies and cakes, then back to the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinth follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinth and Minnie is in sight, but first you have to defeat the evil Mizrabel herself!



LEVEL ONE - Begin in the forest...where can Minnie be?



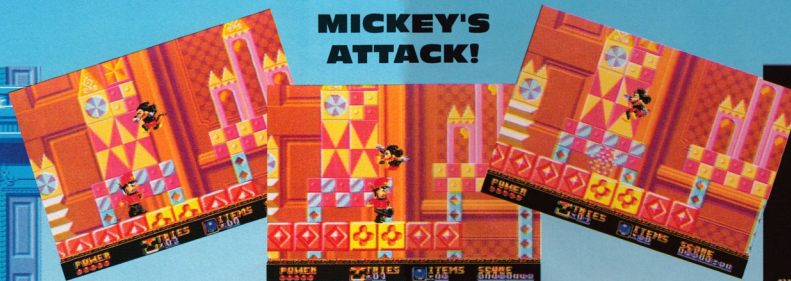
LEVEL TWO - Now you're in Toyland, where up can be down!



LEVEL THREE - Mickey can swim! Watch out for the fish!



LEVEL FOUR - Mickey sure looks small on this bookcase!



MICKEY'S ATTACK!



ALL BUT ONE. THAT IS, ONE WHO IS JEALOUS OF MINNIE'S BEAUTY AND POPULARITY - THE WITCH MIZRABEL!



BOSS ONE - A mad tree stump rolls at you and drops acorns!



BOSS TWO - Watch out for the springs on this curious Clown!



BOSS THREE - An idol appears throwing frogmen at Mickey



BOSS FOUR - A dragon appears from the lake - hit its head!

MOVE ON MICKEY!

ILLUSTRATION



BOSS ONE - A mad tree stump rolls at you and drops acorns!



BOSS TWO - Watch out for the springs on this curious Clown!



BOSS THREE - An idol appears throwing frogmen at Mickey



BOSS FOUR - A dragon appears from the lake - hit its head!

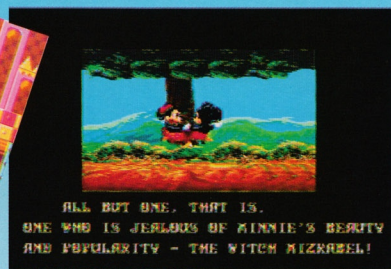


LEVEL THREE - Mickey can swim! Watch out for the fish!



LEVEL FOUR - Mickey sure looks small on this bookcase!

KEY'S BACK!



ALL BUT ONE. THAT IS. ONE WHO IS JEALOUS OF MINNIE'S BEAUTY AND POPULARITY - THE WITCH KAZAREEL!



MOVE ON MICKEY!

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cart Size: 4 Meg
Number of Levels: 8
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: December '90

This is not your first battle across the stars! Far from it, you have led a hundred missions into hostile territory defended by the most evil of life forms. Your battle skills have led to a classification of fighting machine reserved for a select few who exhibit the true talents of mass destruction. You are known as a Star Soldier.

In this sequel to the classic Nintendo title, NEC brings us 16-Bit shooting action of a caliber not seen since Blazing Lasers. While there are some similarities between the two games, Super Star Soldier provides you with a new selection of weapons systems, not to mention alien worlds to conquer!

The vertically-scrolling backgrounds serve as the battlefields for hundreds of alien war machines bent on the final annihilation of the human race. Only by determining the correct combinations of power-ups and defensive weaponry like options and missiles can the war be won.

Breaking up the round-to-round action are Boss encounters with devices that make similar ships of destruction pale by comparison. Get set to fight screens full of alien armadas and the mother ships which dispatch them.

Can you break through the enemy defenses and eliminate the opposing forces once and for all? With all the power you need at your fingertips, the true strength of your Super Star Soldier abilities will be put to their limits in an environment that you may have visited before...but never remembered being this hostile!

BOSS ATTACK!!



Power up to make it easier to take out the first level boss. The fire weapon works well!



The second boss moves in a predictable pattern. Stay off to one side when attacking!



The third level takes you over land, and a large scorpion is its end boss.



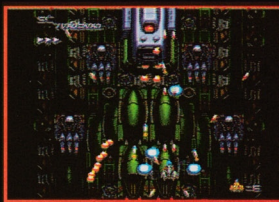
Back into space for the fourth stage. Get the ring laser to wipe out the boss!



The fifth level boss has long mechanical tentacles. Standard fore works well here.



Standard homing missiles take out the pods on the sixth level boss!



The hardest and most powerful boss of the game is in the seventh level.



It's almost over! For the eighth level you must fight all of the bosses one more time!



The red sphere gives you standard fire in multiple directions.



The green sphere upgrades your weapon to a 3 beam electro-laser!



The blue sphere powers your weapon up to an expanding ring laser!



The yellow sphere gives you twin, circular fireball lasers!



SUPER STAR SOLDIER



The electro laser cleans up in the first level!



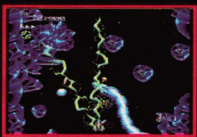
Tanks and stealth fighters come out in level 2!



Avoid the flaming fireballs in the third level.



Dodge the incoming fire and slip in with the ring lasers!



The 3-D crystal asteroids break up and get in the way!



Fly through the gauntlet, shooting the enemy on the sides!



Action is nonstop with dozens of enemy ships coming at once!



The fire lasers are a good weapon to use over the platform!

SCORE BIG POINTS WITH NEC'S 'NINJA SPIRIT'TM



Lucky Winners Will Receive:

- 1st - A TurboGrafx-16 CD-ROM + "Ys"!**
- 2nd - A Turbo Stick + 5 Turbo Games!**
- 3rd - 5 Turbo Games!**

AND YOU COULD WIN A TURBOGRAFX-CD PLAYER!!

If you've been scoring big in "Ninja Spirit", then Electronic Gaming Monthly wants to hear from you! We've got an awesome NEC TurboGrafx-CD player and some of the hottest Turbo games to give-away to the top-scoring "Ninja Spirit" gamers!

We think "Ninja Spirit" is so exciting, we voted it NEC's 1990 Game of the Year! That's not surprising when you look at all the radical features this game has!

Gather up your ninja power and collect the shadow ninjas as you power-up incredible new weapons and take on Boss attackers that fill the entire screen!

Now, while you're battling the bad guys through dark forests and eerie caves in search of the ultimate evil Ninja, you can earn your way to winning some awesome TurboGrafx-16 prizes!

Send your name, address, age and phone number, along with a photo of your high score to:

Electronic Gaming Monthly
c/o "Ninja Spirit Contest"
1920 Highland Avenue, Suite 300
Lombard, Illinois 60148

All entries must be received by December 31, 1990 to be eligible. Watch for the March, 1991 issue of EGM to see if you won!

Contest Rules: All entries must be postmarked by December 31, 1990 and EGM or the judges are not liable for lost or misdirected mail. Void where prohibited. A clear photograph or VCR tape of the scoring area of the Ninja Spirit game must accompany your entry. The decision of the judges is final. No purchase necessary to enter. One first place winner will receive a TurboGrafx-16 CD-ROM player plus "Ys". One second place winner will receive a Turbo Stick and five Turbo games of your choice. One third place winner will receive five Turbo games of your choice. In the event of a tie, there will be a random drawing of the winners. Employees and families of Sendai Publications are not eligible.

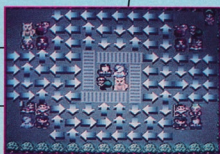
SHOOT 'EM OR SCOOT 'EM!



FROM THE CREATORS OF CYBERCORE™



A mind altering experience in high-tech bio-morphic action



Power up your brain with over 120 perplexing puzzles



IGS™ INFORMATION
GLOBAL
SERVICES,
INC.

TRICKY KICK™ AND SINISTRON™ ARE TRADEMARKS OF IGS™, INC.
IGS™ IS A TRADEMARK OF INFORMATION GLOBAL SERVICES, INC.
CYBERCORE™ AND TURBOGRAFX™ ARE TRADEMARKS OF NEC TECHNOLOGIES, INC.
Information Global Services, Inc. 80 South Lake Ave., Suite 526, Pasadena, CA 91101 (818)440-0626



FACT-FILE

Manufacturer: Atari
Machine: Lynx
Cart Size: 2 Meg
Number of Levels: 23
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December '90

RYGAR

A NEW KING HAS RETURNED AFTER 10,000 YEARS...

For millions of years the wise and powerful kings have ruled their countries fair and honestly. The people lived in peace and prosperity. Occasionally the minions of darkness would rise from the center of the Earth and try to take over the upper world. Each time they were turned back by the king's brave warriors. Suddenly, without warning, a vast army of the creatures of darkness arose and completely overpowered the nations. The world was plunged into a time of eternal evil.

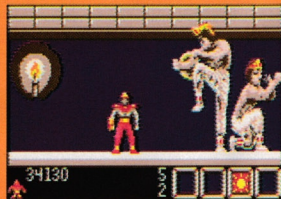
Now, after 10,000 years, a new brave warrior called Rygar plans to restore peace by defeating the demons. Help him in his quest to turn back the forces of evil.



The Lynx version of Rygar is based on the coin-op!

Unlike the older Nintendo copy of this game, the Lynx version is derived from the original Tecmo arcade game of a few years ago. With multi dimensional scrolling backgrounds set in an ancient era, Rygar takes on his quest gathering power-ups and destroying the demons that stand in his way!

Each level is a race against time. You start with 100 seconds and must eliminate the hideous monsters which prevent you from passing. Besides tangling with the monsters you must jump from ledge to ledge over huge bottomless crevices. Make it to the end of the level and get your just rewards!



At the conclusion of each level, you enter the temple room for bonus points and more!





THE WEAPONS OF RYGAR...



THROWING SHIELD - This is Rygar's primary weapon.



STAR - Allows Rygar to fire his shield weapon up at enemies!



SUN - This provides a bigger shield and extended range



TIGER POWER - Now Rygar can jump on enemies to kill them!



the land in peace and prosperity against the minions of darkness. Suddenly the creatures of destruction took over these nations and plunged the world into eternal evil. Now after 10,000 years, a new king has returned to battle for these lands...



Rygar for the Lynx plays very much like the arcade classic. Your quest, set in a side view perspective, involves racing against a 100 second count-down timer, destroying or jumping over the demons of darkness, grabbing bonus power-ups as they pop up and still finding time to successfully pass over the numerous pitfalls you encounter.

The enemy you encounter are quite formidable. Ranging from headless zombies and flying dragons who drop other monsters, to armadillos who roll up in a ball and come at you. Throw in lava men who come out of the ground and hurl flaming rocks at you and the game turns into a battle for survival!

As the game gets harder your weapons do get more powerful. Don't move too fast through the game as many of the good weapons pop up after you pass by them. If you hear the bell, back up as it could be a much needed item. Extra time, additional lives, and big bonus points are other treasures! It's 23 levels of difficult but challenging game play!

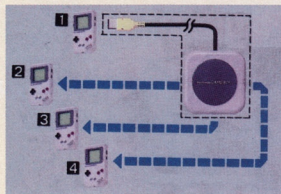




GAMEBOY CLUB

GAME BOY GETS 4 PLAYER ADAPTER!

Nintendo is planning to bring out a 4 player adapter which will effectively double the number of GameBoys which can be linked together for simultaneous play! This adapter is expected to sell in the \$25 to \$30 price range and new four player games, like F-1



Race shown below, are being readied for concurrent release. The problem of requiring multiple copies of each cart have not yet been solved and, as with the current two player games, each of the four players will need to have their own copy of the game.

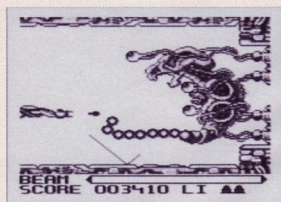
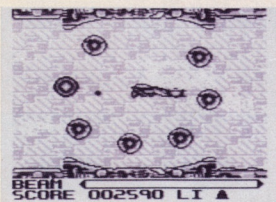
F-1 RACE Nintendo

One of the first games to make use of the new 4 player GB adapter will be this spectacular racing game. Featuring multiple courses and different types of cars, each player views the track from his own car's position and races independently!



R-TYPE Irem

The mega hit arcade game now goes portable with this excellent GB conversion! Little, other than color, has been lost in this translation as all of the power-ups and weapon choices remain intact as do the huge end of round bosses.



CHASE HQ Taito

The fantastic arcade game is being shrunk down to the GB. Get your assignment, hop in your car, kick in the turbocharger and go out after the criminals who are trying to escape! Cuff 'em and head out on your next mission.





NINTENDO

**We Sell \$19.95
We Buy \$5.00**

10 YARD FIGHT
1942
ALFA MISSION
ATHENA
BALLOON FIGHT
BASEBALL
CLU CLU LAND
COMMANDO
DEADLY TOWERS
ELWAY'S QUARTERBACK
EXCITE BIKE
FRIDAY THE 13TH
GAUNTLET
GHOSTS N GOBLINS
GOLF
GOTCHA
GRADIUS
GUNSHOE
ICE CLIMBER
ICE HOCKEY
IKARI WARRIORS
IKARI WARRIORS II
IRON TANK
JACKAL
JAWS
KARATE CHAMP
KARATE KID
KUNG FU
LEGEND OF KAGE
LIFE FORCE
MACH RIDER
MAGMA
METAL GEAR
METROID
MUSCLE
OPERATION WOLF
OTHELLO
PLATOON
PRO-AM RACING
RAID ON BUNGLING BAY
RAMBO
RENEGADE
RUSH N ATTACK
RYGAR
SECTION 2
SKATE OR DIE
SKYDIE
SPY HUNTER
SPY VS SPY
STAR FORCE
STAR VOYAGER
T&C SURF DESIGN
TENNIS
TIGER-HELI
TOP GUN
TRACK AND FIELD
TRACK AND FIELD II
TROJAN
URBAN CHAMPION
VOLLEYBALL
WILD GUNMAN
WINTER GAMES
WIZARDS & WARRIORS
WORLD RUNNER (3-D)
WRECKING CREW
XENOPHOB
XENIOUS
ZENAC

**We Sell \$24.95
We Buy \$10.00**

8 EYES
1943
729
ADVENTURE ISLAND
ADV. OF BAYOU BILLY
ADV. OF DINO RIKI

SINCE 1982

ADV. OF TOM SAWYER
ADVENTURES OF LINK
ADVENTURES OF LOLO
ALITURNER
AIR FORTRESS
AIRWOLF
ALIEN SYNDROME
AMAGON
ANTICIPATION
ARCHON
ASTYANAX
BABY BOOMER
BASES LOADED
BIONIC COMMANDOS
BLADES OF STEEL
BLASTER MASTER
BOMBER MAN
BREAKTHRU
BUMP N JUMP
BARAI FIGHTER
BURGER TIME
CAPTAIN COMIC
CASTLEQUEST
CASTLEVANIA
CITY CONNECTION
CLASH AT DEMONHEAD
COBRA COMMANDO
COBRA TRIANGLE
COMIC CAPER
CONTRA
CRYSTAL MINES
CYBERNODI
DASH GALAXY
DEFENDER OF THE CROWN
DEFENDER II
DEMON SWORD
DESSERT COMMANDO
DESTINATION EARTH STAR
DR. CHAOS
DR. JEKYL & MR. HYDE
DONKEY KONG
DONKEY KONG CLASSICS
DONKEY KONG 3
DONKEY KONG JR.
DONKEY KONG JR. MATH
DOUBLE DRIBBLE
DRAGON POWER
DRAGON WARRIOR
FAXANADU
FIGHTING GOLF
FOREIGN FORCE
GALAGA
GHOSTBUSTERS
GOLGO 13
GOONIES II
GUERILLA WARS
GUNSMOKE
GUARDIAN LEGEND
GYRASS
HOOPS
HYDIE
I CAN REMEMBER
IMPOSSIBLE MISSION 2
INFILTRATOR
IRONWORD
JOUST
KARNOV
KID NIKI
KINGS KNIGHT
LEGACY OF WIZARD
LEGEND OF ZELDA
LEGENDARY WINGS
LOTE RUNNER
MAJOR LEAGUE BASEBALL
MAPPY-LAND
MICKEY MOUSECAPADE
MILLIPEDIE
MILON'S SECRET CASTLE
MONSTER PARTY
MYSTERY QUEST
NINJA GAIDEN
PACMAN

PEBBLE BEACH
PRADIKUS
MAGIC OF SCHEHERAZADE
PREDATOR
PRISONER OF WAR
PUNCH OUT
QBERT
RBI BASEBALL
RACKET ATTACK
RAD RACER (3-D)
RAD 2020
RAMPAGE
RESCUE
ROAD BLASTER
ROAD RUNNER
ROBO WARRIOR
SECCROSS
SEESAME ST. ABC
SEESAME ST. 123
SHOOTING RANGE
SIMON'S QUEST
SKY SHARK
SLALOM
STAR SOLDIER
STINGER
SUPER DODGE BALL
TARBOO
TAG TEAM WRESTLING
THUNDERCADE
THE EARTH
TWIN COBRA
TWIN EAGLE
VINDICATORS
WORLD GAMES
WRESTLEMANIA
XENIX

**WE SELL \$29.95
WE BUY \$15.00**

ABADON
A BOY AND HIS BOB
ADVENTURES OF LOLO 2
ALL PRO BASKETBALL
BACK TO THE FUTURE
BAD DUDES
BAD NEWS BASEBALL
BASEBALL SIM. 1.000
BATTLE OF OLYMPUS
BLACK BASS
BUBBLE BOBBLE
BUGS BUNNY
CALIFORNIA GAMES
CASINO KID
CHESSMASTER
CHUBBY CERUB
CODE NAME: VIPER
CYCLE SHOOTING
DIE DUE 2
DOUBLE DARE
DOUBLE DARE
DYNOWARZ
ELEVATOR ACTION
EVERETT AND LENDI TENNIS
FANTASY ZONE
FAST BREAK
FESTERS QUEST
FIST OF NORTH STAR
FLYING DRAGON I
GALACTIC CRUSADER
GHOSTBUSTERS 2
GOAL
GODZILLA
HEAVY BARREL
HOLLYWOOD SQUARES
INDIANA JONES
JEOPARDY
JEOPARDY JR.
JEOPARDY VS. BIRD
KID KODL
KID ICARUS
KINGS OF THE BEACH

At PLAY IT AGAIN, we have been buying and selling used Video Game Cartridges by mail order since 1982 (originally as Forest Hills Used Video Game Cartridges Inc.). You can sell us those Nintendo, Sega, Genesis, TurboGrafx-16 and Atari 2600 cartridges you don't play anymore. We will send payment within 7 to 10 days of receipt of your cartridges. We offer a one-year limited warranty on all used Nintendo, and Sega cartridges. We also sell accessories for all three game systems. We will ship your order within 30 days. If we are unable to completely fill your order we will refund your money and send you a 10% discount coupon good for 1 year on all the products we sell. If you love to play video games then you'll love us. For complete current price list check for over 800 titles, send (3) Three 25¢ stamps to: **PLAY IT AGAIN**, P.O. Box 6718, Dept. List, Flushing, NY 11365. For lifetime club membership which includes **FREE PLAY IT AGAIN T-SHIRT**, 12 bi-monthly price lists, 5% discount on all purchases. We pay members 10% above the quoted prices for their sell cartridges, unadvertised specials for members only. Send \$30.00 to Dept. ESN, State T-Shirt sizes S, M, L, XL.

Orders Only 1-800-626-1991!

KNIGHT RIDER
LUNAR POOL
MAGIC OF SCHEHERAZADE
MARBLE MADNESS
MARIO BROS.
MARVEL S' MEN
MEGAMAN 2
MIGHTY BOMB JACK
MISILE COBRA
MS. PACMAN
NAT'L FOOTBALL LEAGUE
NINJA KID
PAPER BOY
PERFECT FIT
PHANTOM FIGHTER
PINBOT
PIRATES
PRINCESS TOMATO
PUSS N BOOTS
RAD RACER II
RALLY BIKI
RIVER CITY RANSOME
ROCK DEMON
ROCK N BALL
ROGER RABBIT
ROLLING THUNDER
ROMANCE 3 KINGDOMS
SHADOWGATE
SHINOB
SILENT SERVICE
SILKWOOD
SNAKES REVENGE
SNOOPY
SOCCER
SOLOMONS KEY
SOLISTICE
SOON
STEALTH
STRIDER
SUPER CONTRA
SUPER OFF ROAD
SUPERSPIKE V BALL
SUPER SPRINT
SUPER MARIO BROS. 2
SUPERMAN
SUPER PITFALL
TARGET RENEGADE
TECMO BASEBALL
TECMO BOWL
TERRA CRESTA
TETRIS
THREE STOOGEES
TOBBIN
VEGAS DREAM
WILLOW
WHEEL OF FORTUNE
ACTION GUN
ARM IN MAGIC KINGDOM
ARKISTARS RING
BATTLE CHESS
BIGFOOT
BROODER DASH
CAPAL
CASTLE SKYHAWK
CASTLE OF DRAGON
CAVEMAN GAMES
CHIP N DALE
CHIPS CAPERS
CONFLICT
DEXTERITY
DRAGON SPIRIT
DUEGON MAGIC
DUSTY DIAMOND
SOFTBALL
FINAL MISSION
GALAXY 5000
GILLIGAND ISLAND
IMAGE FIGHT
INDIANA JONES LAST CR.
JEOPARDY 25th ANN.
KIWI KRAZE
LAST STARFIGHTER

LITTLE NEMO
LOW-G-MAN
MAD MAX
MAFAT CONSPIRACY
MASTER CHU
MECHANIZED ATTACK
MENDEL PALACE
MISSION COBRA
NARC
PESTERMINATOR
PICTORY
PIRATES
PRINCESS TOMATO
PUSS N BOOTS
RAD RACER II
RALLY BIKI
REMOTE CONTROL
RESCUE RANGERS
ROCKET RANGER
SHINGEN THE RULER
SILENT ASSAULT
SKILLS & CROSSBONES
STARSHIP HECTOR
SWORDS & SERPENTS
TACIN DRAGON
TECMO WORLD WRESTLING
TIMELORED
TOMBS & TREASURES
WALL ST. KID
WHEEL OF FORTUNE JR.
WIZARDY
WORLD CHAMP WRESTLING
WORLD GRAND PRIX
BAD ST. BRAWLER
METAL FIGHTER
SPOT
ROLLERBALL
WIN LOSE OR DRAW
WRATH OF BLACK MANTA

**WE SELL \$34.95
WE BUY \$20.00**

BASEBALL STARS
BASES LOADED II
BATMAN
CHAMPIONSHIP BOWLING
DOUBLE DRAGON II
DUCKTALES
GENGHIS KHAN
JACK NICKLAUS GOLF
JULIA GARDEN II
NOBUNGAS AMBITION
RBI BASEBALL II
ROBOCUP
TEENAGE MUTANT NINJA
WHEEL OF FORTUNE
Family Edition
TOTAL RECALL
DICK TRACY
FINAL FANTASY

**NEC
TURBOGRAFX-16**

**WE SELL \$29.95
WE BUY \$15.00**

ALLEN JENSEN
BLAZING LAZERS
CHINA WARRIOR
DEEP BLUE
DRAGON SPIRIT
DUNGEON EXPLORER
FANTASY ZONE
FINAL LAP
GALAGA 90
LEGENDARY AXE
MOTO ROADER
PAC-LAND

POWER GOLF
R-TYPE
SIDEARMS
VICTORY RUN
VIGILANTE
WORLD CLASS BASEBALL
WORLD COURT TENNIS
FIGHTING STREET
SPACE HARRIER
MONSTER LAIR
ORDINE
TAKIN IT TO THE HOOP

**SEGA GENESIS®
WE SELL \$29.95
WE BUY \$15.00**

LAST BATTLE
RAMBO III
SOCCER
SUPER THUNDERBLADE
THUNDER FORCE II
AIR DIVER
ALEX KIDD ENCH. CASTLE
FORGOTTEN WORLDS
GOLDEN AGE
GHOULS AND GHOSTS
HERZOG 2WE
MYSTIC DEFENDER
REVENGE OF SHINOB
SHOVE IT
SPACE HARRIER II
SUPER HANG ON
SUPER HYDLIDE
TOMMY LASORDA BASEBALL
TOURNAMENT GOLF
TRUXTON
ZOOM

**WE SELL \$45.95
WE BUY \$30.00**

**PHANTASY STAR II
MISC.**

**WE SELL \$44.95
WE BUY \$30.00**

MEGAMAN
SUPER MARIO BROS. 3



ORDERING INSTRUCTIONS: All orders & memberships of **PLAY IT AGAIN** to P.O. Box 6718, Flushing, NY 11365. **MINIMUM ORDER: \$10.00 PLEASE PRINT CLEARLY.** U.S. funds only. **NO FOREIGN ORDERS.** In Canada only, write to: Microplay Video Games, 2555 Dixie Rd., Ontario, ONT. K2P 1W8. Add \$3.50 for shipping and handling on each order. \$8.50 for Alaska, Hawaii and Puerto Rico. We do not accept credit cards. Personal check will delay shipment up to three weeks. All U.S. shipping is by air. We reserve the right to refuse any order. All unused Nintendo cartridges are sold with a one-year limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored.

Orders Only 1-800-626-1991!

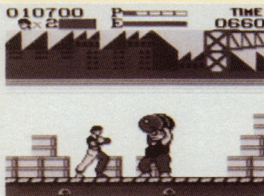
SHIPPING INSTRUCTIONS: Send to **PLAY IT AGAIN**, Dept. 18, 67-25B 186 Lane, Flushing, NY 11365. **Please Print Clearly.** Wrap cartridges securely. If you send (5) five or more case for Nintendo cartridges and \$2.00 for missing 3-D glasses. \$3.50 for missing 3-D glasses. \$1.00 for missing instruction booklet. 50¢ for missing ship. We will pay you using price list #20 effective February 1, 1991. We pay \$1.00 for broken Nintendo cartridges. **50¢ deducted for missing Atari instructions.**

We are not related to or endorsed by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Please subject to change without notice. Not responsible for typographical errors. All items subject to availability. ©PLAY IT AGAIN 1990. All Rights Reserved.

KUNG FU MASTER

Irem

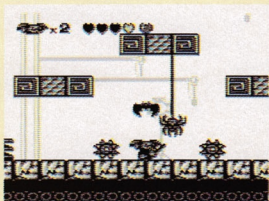
Irem has a new action oriented kung fu game on the same line as Double Dragon. Use your martial arts skills against huge thugs with guns and knives.



GREMLINS 2

Sunsoft

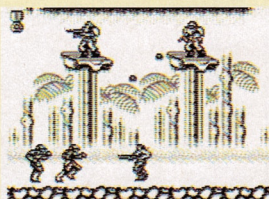
The cute little Gizmo is back for the small screen in another adventure in the highrise office building. The evil Mogwai are all over and Gizmo must eliminate them. Great action screens and bonus rounds will make this soft a lot of fun to play!



OPERATION C

Ultra

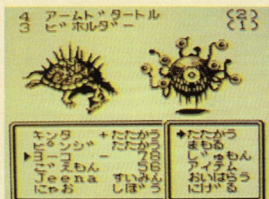
The spectacular NES game - Contra is now being converted to the GameBoy. The name will be changed to Operation C but all the great game play, weapons, and power-ups have been retained and virtually nothing has been lost (other than color) in the translation.



WIZARDRY

Nexoft

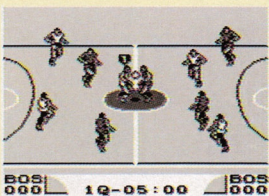
Nexoft's NES RPG will soon be out for the GameBoy. Containing a phenomenal 2 meg of memory (more than Columns for the Genesis), Wizardry sends you down into the first person perspective 3-D mazes in search of treasures and magic.



DOUBLE DRIBBLE 5 ON 5

Konami

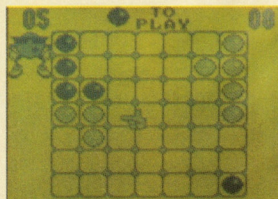
The fantastic NES basketball game is coming to the GB early next year. Link up with a friend and go head-to-head or take on the computer in a solo match! Very fast and intense action!



SPOT

Arcadia

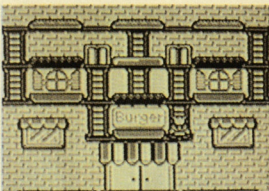
The popular stick figure from the 7-Up commercials is going B & W. It's the same othello-type checker game as on the NES but now you can play it on-the-go. The great 2 player version translates well to the GB as you and a friend can go head-to-head using the link cable!



BURGERTIME

Data East

Remember the NES version of this game from 1987? Make special burgers with the works! Bun, meat, onion, pickle, tomato, and another bun. Assemble them and drop 'em down on the waiting plate! But watch out for the hot dogs & eggs!



Master The Skies

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

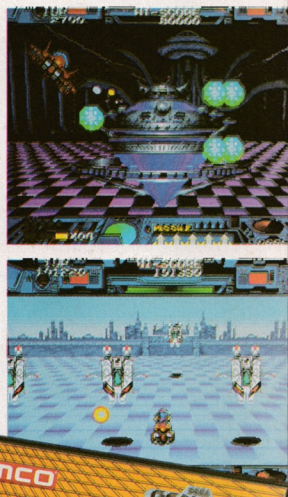
**New from NAMCO, the
Game Creator**



Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa; and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.

"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional!"

- 1991 Video Game Buyers Guide.



Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."



namco
The Game Creator

EXTRA! EXTRA! ULTIMATE GAME CLUB TELLS ALL 1-900-TIP-LINE

Dear Video Gamers, Mom & Dad, Grandma & Grandpa, Kids: The following is the result of an overwhelming response to tell you, the customer, a little about the Ultimate Game Club, what it is, what we sell, how we operate and most importantly the pros and cons of ordering through us instead of other mail order companies or shopping at the local stores. So here goes!

WHAT IS THE ULTIMATE GAME CLUB?

We are the largest mail order company of its kind where you the consumer can join and have the ability to buy games at low prices, days and sometimes weeks before they come out anywhere else! Plus purchase certain products available only through us.

WHERE ARE YOU LOCATED?

We are at 1491 Boston Post Road, Old Saybrook, CT 06475. We also have several stores in CT that you can stop in and see! Soon there will be a store near you!

WHAT NUMBER DO I CALL?

For sales only: 1-800-TOY-CLUB. Since that line is constantly busy we've installed another line 1-203-388-6741 for your convenience. For customer service or questions about your order call 1-203-388-6366. For information on new games, release dates, new products, what we sell your used games for call 1-900-TIP-LINE.

HOW CAN I PAY FOR MY GAMES?

We accept checks, Money orders, Master Card, Visa, American Express, and Discover. With the Ultimate Game Club your order will not be held up for 3 weeks by sending a check. We clear all checks through Telecheck as fast as we receive them.

WHAT POLICIES DO YOU HAVE?

The last paragraph at the bottom of this ad will explain just about every rule and policy we have. These rules are to protect us and you, the consumer so we can keep a good working business relationship together.

WHAT DO YOU SELL?

Quite simply- EVERYTHING! We sell both new and used games for all American and Japanese systems. We buy direct from the manufacturer to save you money as a member.

NEW TURBO TITLES	
Battle Royal	49.99
Bravoman	49.99
Bonyboy	42.99
Crash California	39.99
Chew-Man-Fu	45.99
Dew's Crush	49.99
Double Dungeon	49.99
Dragon's Curse	45.99
Drop Off	45.99
King of Castles	44.99
Legendary Age 2	49.99
Ninja Spirit	49.99
Pyrocuss	49.99
R.I.U. Baseball 3	73.99
Splitter House	54.99
Super Volleyball	49.99
Tiger Road	49.99
Timeball	49.99
TV Football	49.99
Score Spike V-Ball	39.99
CD GAMES	
Vale II	49.99
Last Angel	49.99
Musical Dinosaurs	49.99
Final Zone II	49.99
Y's I & II	49.99
Turbo Express	49.99
Express TV Tuner	99.99

sell Nintendo, Sega 8-Bit, Genesis, Turbo Grafx, Gameboy, Lynx, PC Engine, Super Grafx, Famicon, Super Famicon, Gameforce, Gameboy, Neo Geo, FM Towns and any and all other systems that will come out in the future.

HOW ARE YOUR PRICES?

As a member you are guaranteed the lowest prices no matter what! So if you see another company with a lower price call us. We'll match it as long as they have it in stock. There's no need to shop anywhere else! We have the lowest prices guaranteed!

WHAT TYPE OF WARRANTY DO YOU HAVE?

All new American products are guaranteed for 90 days by us and the manufacturer. This means if you have a problem send it back to us and we'll send you a new one. All used products are guaranteed by us for 90 days. All new Japanese products are guaranteed by us for 90 days. Basically if you order anything at all you are guaranteed performance satisfaction for 90 days. We guarantee it, no matter what!

WHERE CAN YOU SHIP TO?

Everywhere! If you are alive and have an address or PO Box we'll get it to you. We ship anywhere in the world so please call us. Note: The toll-free number (800-TOY-CLUB) will NOT work outside the US.

DO YOU STOCK WHAT YOU SELL?

We stock almost everything that was ever made both new and used, American and Japanese. We have the largest stock of any mail order company in this magazine-Call us! But remember call fast, we sell out quickly! We of course do not stock games that have not been released yet-That would be impossible. But be sure- WE get them first!

HOW FAST DO YOU GET NEW RELEASES?

John Madden Football	49.99
Lynx, Nintendo, Sega 8-Bit	49.99
Super Famicon, Sega Game Gear	49.99
Gameboy Games, Japanese	49.99
Gameboy: Call for info!	49.99
NEO GEO American	49.99
System 2 cart, Nam	39.99
75 or Baseball	49.99
Extra Controller	49.99
All Games Age 179.99	49.99
Ninja Combat	49.99
Magician Lord	49.99
Nam 75	59.99
Top Player Golf	49.99
Riding Hero	49.99
Cyber Lip	49.99
Baseball Stars 2	49.99
King of Monsters	49.99
Joy Joy Kid	49.99
Ghost Fighter	49.99
Booting	64.99
Super Fly	64.99
League Bowling	49.99
Puzzled	49.99
Raggie	49.99

Most games are released in small quantities on the first shipment. But of course the Ultimate Game Club gets the largest amount possible. We pay extra to airfreight them to our warehouse so that we can ship them to you the very next day. Most companies take 5-10 days to get stock to their warehouse by ground freight then another 5-10 days to get them to their stores. By then you've already received the game from us.

HOW DO YOU SHIP?

We can ship via UPS- ground, 2nd day and overnight, US Mail- 4th class and 1st class, Federal Express- Standard, Economy, Overnight Priority.

HOW MUCH IS A MEMBERSHIP?

The membership is free with any purchase over \$50.00. If you call 1-900-TIP-LINE. This costs only .95 a minute. Leave your name, address and phone number with area code.

WHAT DO I GET FOR MY MEMBERSHIP?

The lowest prices. The best service. The ability to buy Japanese games and magazines. A free 32 page color catalog/magazine of our own: "Beyond Gaming" full of passcodes, articles, hints, tips etc. on both American and Japanese games. You can also buy our very own hint book and VCR tape catalogs of games seldom seen before!

WHAT MAKES THE ULTIMATE GAME CLUB BETTER THAN ANY OTHER MAIL ORDER COMPANY?

1. We get the games 1st.
2. We ship the games the fastest.
3. We have the largest inventory.
4. We have the lowest prices- guaranteed!
5. We have more knowledge and experience than anyone else!
6. We pioneered the idea of selling video games by mail!
7. The Ultimate Game Club advertises in every issue! Unlike other companies that have 900 #s, or fly by night companies that advertise in one issue and are gone the next: The Ultimate

Game Club has been in the very earliest issues of the magazine you now have in your hand. Most companies only advertise in several consecutive issues. We're in them all!

8. We advertise in more magazine, comic books, newspapers, and radio stations than any other mail order company. (Over 20 in all).

9. We warranty all products: New, Used, American and Japanese!

10. We have stores and showrooms you can visit and experience- Not just a cold office and an empty warehouse!

11. We set the standards and prices for the competition. Look at their ads, look at their prices, look at their ideas. Monkey see! Monkey Do! Try the rest then try the best!

12. We buy direct! Who knows where the rest get their product.

13. We buy used games for credit towards everything we sell!

14. We were the 1st to sell Japanese games and systems by mail. We've never used Japanese games for credit.

16. We supply American translations for all Japanese games and systems where available!

17. We'll special order anything! If they make it, we can get it!

18. We also have tips, hints and passcodes for the games you buy from us, both American and Japanese!

19. We ship to more places by more means than any other company!

20. We accept more methods of payment than any other company.

I hope this answered some of your questions. Those of you ordering from other companies give us a call and see what you think. Those of you who have never ordered by mail, please give us a try. We will do our best to make your shopping experience a pleasure.

Super GRAFX System	399.99	Darius 2	Die Hard
Battle Ace	79.99	Granada	Rebbo Lepus Special
Grunt Zot	69.99	Heavy Unit	Formation Soccer
999 in Ghosts	109.99	W-Ring	W-Ring
Strider	99.99	CD GAMES	J-Furicus
Out Run	99.99	All games are 79.99	1-Furicus
Crash Car Racing	99.99	Super Darius	Okinawa
Star Cruiser	99.99	Neo Stadium	Cyber Knight
MEGA DRIVE	529.99	Professional Baseball	Violent Soldiers
All Games Are 79.99	49.99	Battle of Bastille	Honey, Shy 2
D.J. Drive System	189.99	Golden Axe	Final Battle
Mega Boy		Rom Rom Stadium	Super Bomber Force
Win Hawk		Sims Arms Special	S.C.I.
Star Cruiser		Vallce II	Champion Wrestler
Ka-Ge Ki		Aero Blaster	Out Run
Phelios		PC ENGINE	Cone Dragon
Space Invader '90		Con Game	Jackie Chan
Burning Force		All Games 79.99	Spin Fall
Batman	89.99	Tricky	Son of Dracula
Osmatsumi		Thunder Blade	Parasol Star
New Zealand Story		Super Hero Ball	Humaine
Reatan Stage II		Load Runner	Thunderblade
XDR		Warcure Legend	For a free catalog write:
Ringside Angel		Burning Angle	Power Lease 3
Rainbow Island		Power Lease 3	1491 Boston Post Rd.
Aurion		Hel Explorer	Dept. EGM-02
Atomic Robo Kid		Operation Wolf	Old Saybrook, CT 06475

We do not accept CCO orders. Call for postage rates on orders for accessories & large orders. This ad supersedes all previous ads & catalogs. Ad expires 12/30/90. We do not accept Atari games. We deduct \$2 for missing instructions, \$1 for missing box or slip cover, \$2.50 for missing controller. 3-D glasses and \$3.50 if we return a game back to you. All CCI orders must pay 6% sales tax. All orders over \$50.00 will be shipped by air. We reserve the right to change policies or specials at any time without prior notice. No refunds. All credits or exchanges without prior authorization. All new defective merchandise is warranted by manufacturer only. All used games guaranteed for 30 days from ship date. All used & defective game can only be exchanged for the same game. We make no guarantee for items game. Once your order is shipped it cannot be changed. All orders are shipped by air. We reserve the right to be paid in advance. You must be a member to buy and sell games at club prices, or else pay list price for all accessories and \$5 more for any games. We also pay you \$2.50 for games you sell us unless you are a member. Please allow 4 weeks upon receipt of used games you send us so we can process and test your games. Then we will send you a credit slip or games you've ordered from us within 30 days. © 1989 Ultimate Game Club, Altat, Sega, Genesis, Turbo Grafx and Nintendo are registered trademarks and are used here without permission. All other trademarks are used without permission. We are not responsible for typographical errors. Some orders will take longer than 24 hours to process due to verification of orders, unavailability of product or other reasons. All prices are member prices only. NOTE: Some of the items in this ad may not be in stock when you read this ad. All games that are preordered cannot be cancelled or refunded- only credit will be issued towards a future purchase. All credits take 30 days to process. Membership is non-refundable. UGC 1491 Boston Post Road, Old Saybrook, CT 06475

POWER UP

VIDEO SERVICES

**WE'VE GOT THE GAMES
YOU WANT!
AT THE PRICE YOU
NEED!**

GENESIS®

MEGA DRIVE

PC
Engine

TURBO GRAFX 16

CD-ROM

WE UNDERSTAND YOU!

We grew up playing these games and know that you want the latest games...the ones not yet available in the states. We personally shop for you in our stores overseas to bring only the most exciting and technically advanced games on the market...at a price never seen in the states before.

We pledge to you that we will always provide the most personal service with friendly and knowledgeable representatives who play these games just like you.

We will offer specials, quick delivery, and even C.O.D.'s if you don't have a credit card. Call us today and find the best way to purchase your next video game.

Ask for
Quantity
Discounts

CALL US TODAY
1-800-258-6316

Orders Only 11am-9pm

1-803-771-7461

Bulletin Board Service 9pm - 11am

1-803-771-7461

Information Only 11am - 9pm

WE ACCEPT: VISA/MASTERCARD/C.O.D./PERSONAL CHECKS

Disclaimer: Logos in this ad are registered trademarks of their respective game systems, and are in no way affiliated with Power Up Video Services. Ask for details about C.O.D. orders. All refunds, credits, and order changes must be approved by manager. No cash refunds unless approved by manager.

U.S. National Video Game Team's

SUPER PLAY

Super Strategies For Winning Big!



ULTIMA: QUEST OF THE AVATAR

In the world of computer games, the Ultima series is one of the oldest sagas to terrorize fantasy role-playing fanatics. The third installment of this quest, *Ultima Exodus*, enjoyed a successful run as a Nintendo game and is responsible for creating the RPG field on the NES.

Now there's a new challenge to conquer with *Ultima-Quest of the Avatar*. Your new challenge is to rid the land of malice and injustice as you accept Lord British's test to follow the path set before you...leading you on the Quest for the Avatar!

14.95, MAGNETRON LIMITED EDITION EDITION

SUPER PLAY

BRAND NEW VIDEOGAMES FOR THE PS2

SUBSCRIBE
TO THE
BEST!!!

FRESH FROM THE SAGE

Shadow Blasters

**SUMMON THE POWER OF
HYPRION TO STAND DEFIANT
IN THE SHADOW OF EVIL**

Experience the supernatural Powers of Warriors from distant times as they roam the planet battling the forces of darkness, the phantoms of Ashura. Hurling the Flames of Justice they seek and destroy the scourge that has befallen the Earth.



**WIN A
FREE CD**

*DETAILS BELOW

Insector X

THEY'RE GONNA BUG YA!... TO DEATH!

Compared to these guys, killer bees are about as scary as a butterfly. In this awesome insect Empire you've got to be a fast gun! No can of bug spray will help you here. These giant mechanized insects mean business. Become too enthralled with the beautiful landscape and your daydream could become a nightmare.

Become... Insector X!

A moment's delay could be your last!!!

You can be one of 30 lucky winners of an Insector X stereo CD just by clipping and sending in the bar code from your Insector X or Shadow Blasters package before the deadline (March 31st!!!) Send to: SAGE'S CREATION.



**SAGE'S
CREATION**

©1990 SIGMA ENTERPRISES - SHADOW BLASTERS

© TAITO CORP. 1989 - INSECTOR X

© & TM SAGE'S CREATION, Inc.

12062 Valley View, Suite 250, Garden Grove, CA 92645

Licensed by Sega Enterprises Ltd. for play on the

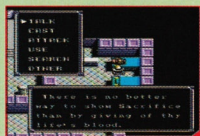
Sega Genesis System. Sega and Genesis are trademarks of

Sega Enterprises Ltd.

(714) 893-0300

**SEGA
GENESIS**
16-BIT CARTRIDGE

ACHIEVE AVATAR STATUS!



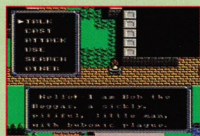
SACRIFICE -- Give to the less fortunate.



HONOR -- Always keep your promises.



VALOR -- Do not shy away from battle.



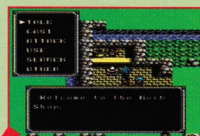
COMPASSION -- Help the poor - give money



AVATAR -- The highest honor achievable.



HUMILITY -- No one is too great or too small.



HONESTY -- Don't cheat the storekeepers.



JUSTICE -- Be fair and equal to all.



SPIRITUALITY -- Pray in the shrines.

The first part of the quest is to raise your attributes to Avatarhood. To do this, you must prove yourself in certain ways. Always help the needy by giving them money and blood. Live without fear, by not fleeing from battles. Keep your promises, never go back on your word. Discriminate against no one, all must be treated equally. Only after proving to Hawkwind your eternal sincerity, can you achieve this status.

Your dedication will constantly be tested. Things you shouldn't do include: Never open a treasure chest that doesn't belong to you. Don't steal! Innocent people shouldn't be attacked. Tricking others isn't warranted. While you can do anything you want in the game, the short term dishonest gains will never get you Avatarhood!

NEW FEATURES!! ULTIMA 1 AND 2 COMPARED!

As you travel through Britannia you'll meet many new people. Just as in the first game, write down what the people say. They will give you clues to important items in the game. You'll also encounter new enemies, many of which seem more powerful, but are not.

Two improvements to the first game are as follows: First, you now can carry both, a short and a long range weapon into battle.



Ultima 1-only
one weapon in battle.



Ultima 2 - two
weapons use-
able in battle.

Second, you no longer have to be directly lined up with the enemy to be able to hit it as you have a movable targeting cursor for shooting.



Ultima 1 -
shoot straight
ahead only.



Ultima 2 -
movable tar-
getting

Also, your magic has been improved. Several new spells have been added to your arsenal. One in particular is the negate spell. In the first game the enemy couldn't cast a spell on you. In this version, the enemy

has magical capabilities similar to yours. To counteract this, there is a powerful negate spell available, which when used, prevents the monsters from casting spells. To get this, talk to a mage in the Lycaeum of Truth.



Use the key to enter the library in the Lycaeum

Another new feature in Ultima 2 is the magic spell book. This item keeps track of all spells that a character can cast. By talking to various people throughout the game, recipes will be revealed to

you. Know the proper herbs and the magic book shop will add the spell to your book. Then it's just a matter of having the proper reagents in your possession.

The character selection method has been enhanced. In Ultima 1, you set up the character as you please. In Ultima 2, you answer a series of questions and this determines not only your race but also which town you quest begins in.

This is the RPG game we've been waiting for! With a larger and more complex quest, a larger variety of spells and monsters, Avatar continues the Ultima tradition.



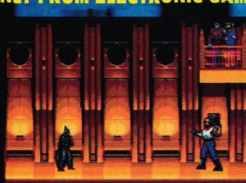
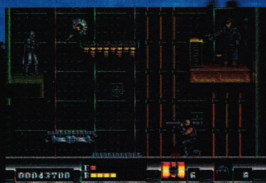
BRING HOME BATMAN FOR YOUR SEGA 16-BIT!



BATMAN™

You've heard of it, you've read about it, now here is your chance to own it! 16-Bit Batman is one of the most explosive games ever created, but unless you go to Japan you'll probably never see this sizzling soft on a store shelf! By entering this special EGM drawing, however, you'll have a FREE chance to take home this outstanding game and give Gotham City™ a real chance against the diabolical Joker™!

ONLY FROM ELECTRONIC GAMING!



FILL OUT THIS QUESTIONNAIRE AND YOU COULD TAKE BATMAN HOME!

Simply answer the following questions about your game playing preferences and your name will be entered in a drawing for a Sega 16-Bit Batman cartridge. There will be only one winner, and all entries must be received by December 31, 1990 to be considered eligible. Submit all entries to: Batman Give-Away, Sendai Publications, 1920 Highland Avenue, Lombard, IL 60148.

Name: _____

My favorite sections of Electronic Gaming Monthly are
(rated 1-Best to 17-Least)

Address: _____

☐ Editorial ☐ Letters ☐ Review Crew ☐ Tricks

City: _____

☐ Gaming Gossip ☐ Next Wave (Previews)

State: _____ Zip: _____

☐ EG Express ☐ International Outlook (Japanese)

☐ Nintendo Player ☐ Sega Masters ☐ Turbo Champ

Phone Number: _____

☐ Outpost: Genesis ☐ GameBoy Club ☐ Atari Adv.

Age: _____ Games Owned: _____

☐ Screen Play ☐ High Scores ☐ Game Over

ENTER TODAY...AND SAVE GOTHAM CITY 16-BIT STYLE!

RULES: No purchase is necessary to be eligible. For a free entry form, send a SASE to the official entry address. Only one Batman cartridge will be awarded to a single winner chosen by random drawing. The decisions of the judges appointed by Sendai is final. The cartridge awarded is for the Sega Mega Drive system, but is compatible with the Sega Genesis. Sega, Mega Drive, and Genesis are all registered trademarks of Sega of Japan & Sega of America, Inc. All entries must be received by December 31, 1990. Sendai Publications assumes no responsibility for lost or misdirected mail. Winner will be notified by mail. Batman is TM and © 1989 DC Comics, Inc. All rights reserved.



DUNGEON OF WRONG
(20, 126)
The green stone is on the 8th level.



CITY OF YEW (43, 58)
Janna's here. Rune is in jail cell. Talk to the flame.



EMPATH ABBEY
(50,29) Get the Exotic Armor after achieving Avatar status.



CAVE OF DESPISE
(67,91) On the fifth level you will find the Yellow Stone.



CASTLE BRITANNIA
(107,87) Talk to everyone. Rune of Spirituality in hidden room.



TOWN OF BRITAIN
(106, 83) Find Rune by Inn stairs. Look for Iolo the Bard.



DUNGEON OF SHAME
(112, 58) Look on the second level for the Purple Stone.



SKARA BRAE TOWN
(128, 22) Speak to the Ankh among others for information.



TOWN OF PAWS
(146, 97) You will need the key to find the Rune of Humility.



DESTARD DUNGEON
(168, 72) Find the Red Stone on Level seven.



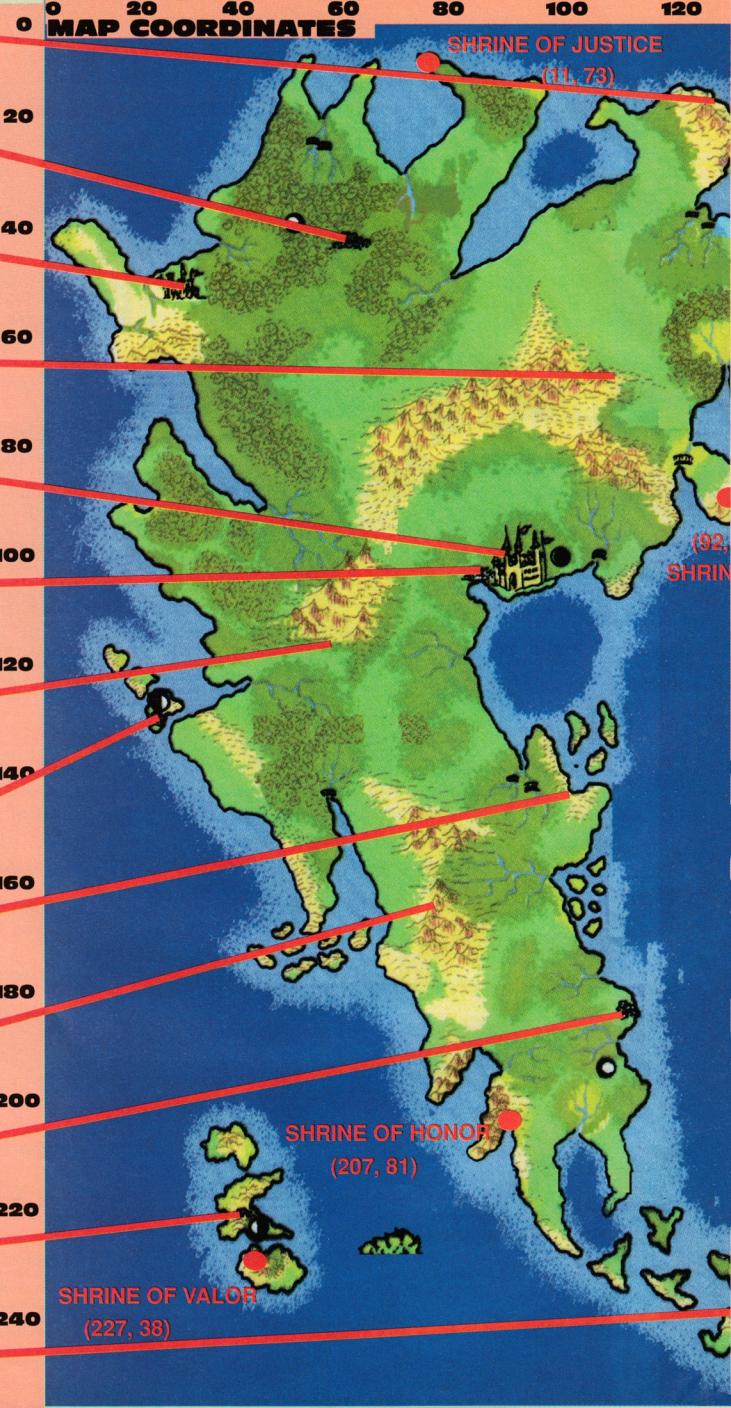
TOWN OF TRINSIC
(181, 106) Harvest a rune then pick up Dupre.

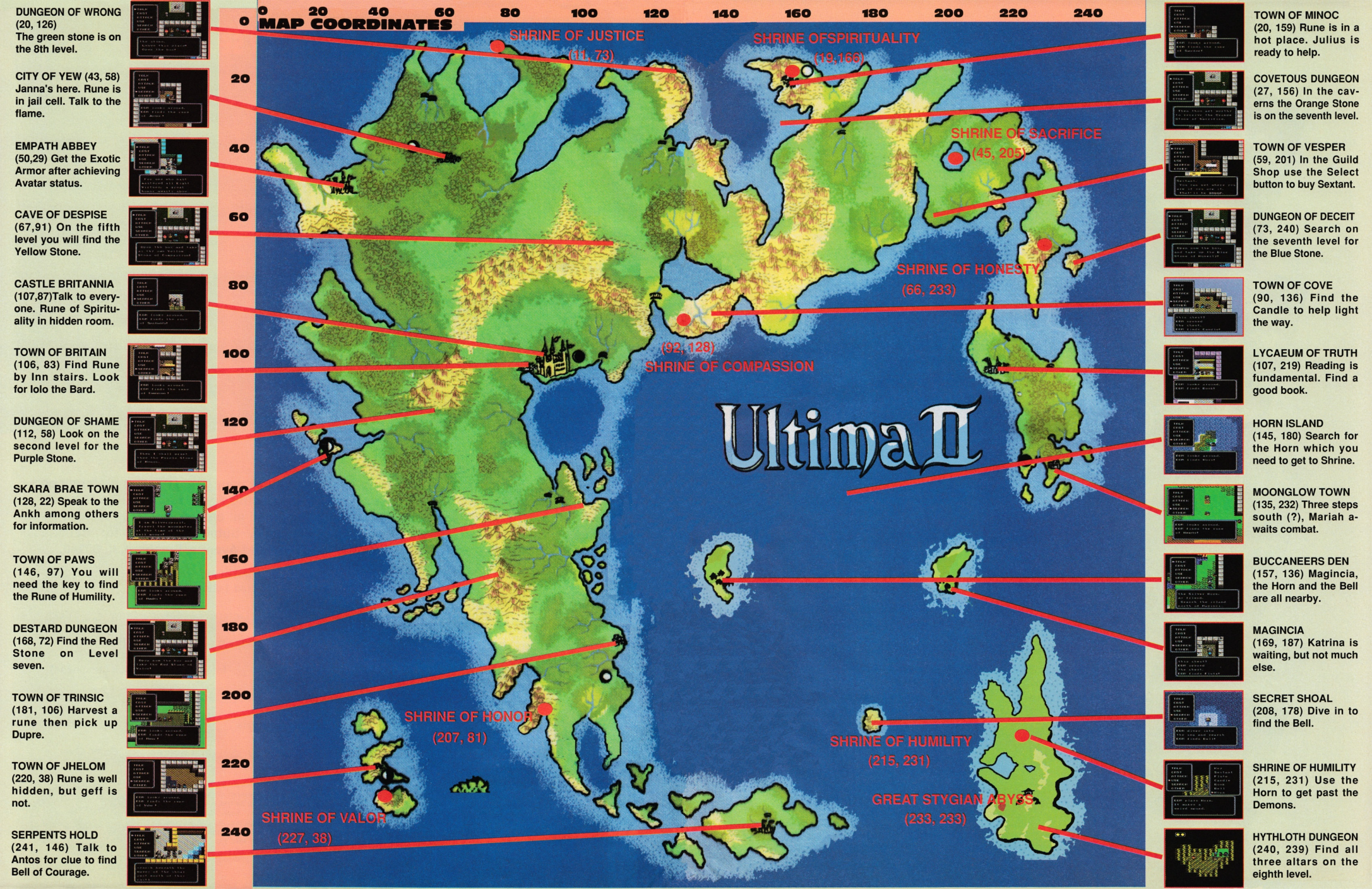


TOWN OF JHELOM
(220, 38) Rune is well hidden, but geff is not.



SERPENTS HOLD
(241, 146) Talk to Antos for clue to find Bell of Courage.





SHRINE OF SPIRITUALITY

(19, 166)

SHRINE OF SACRIFICE

(45, 205)

SHRINE OF HONESTY

(66, 233)

SHRINE OF COMPASSION
(128)

Ultima II

SHRINE OF HUMILITY

(215, 231)

GREAT STYGIAN ABYSS

(233, 233)



TOWN OF MINOC
(20, 159) Rune is in a hot place. Julius is ready to help.



COVETOUS DUNGEON
(27, 156) In the caverns the Orange Stone is on the seventh level.



TOWN OF VESPER
(59, 201) In the Guild Shop use the Select button to buy Sextant.



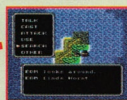
DUNGEON OF DECEIT
(73, 240) Search on the seventh level for the Blue Stone.



TOWN OF COVE
(90, 136) Find the Candle to help light the way.



LYCAEUM OF TRUTH
(107, 219) Reading is fundamental. Find a good book.



HORN ISLAND
(145, 180) Search for the Horn which you need to get to Shrine.



MOONGLOW TOWN
(135, 232) Three steps south (?), Mariah awaits combat.



BUCCANERS DEN
(157, 136) Magincia, the Horn and the Bell are all nearby.



MAGINCIA
(169, 187) Katrina is waiting, but not much else.



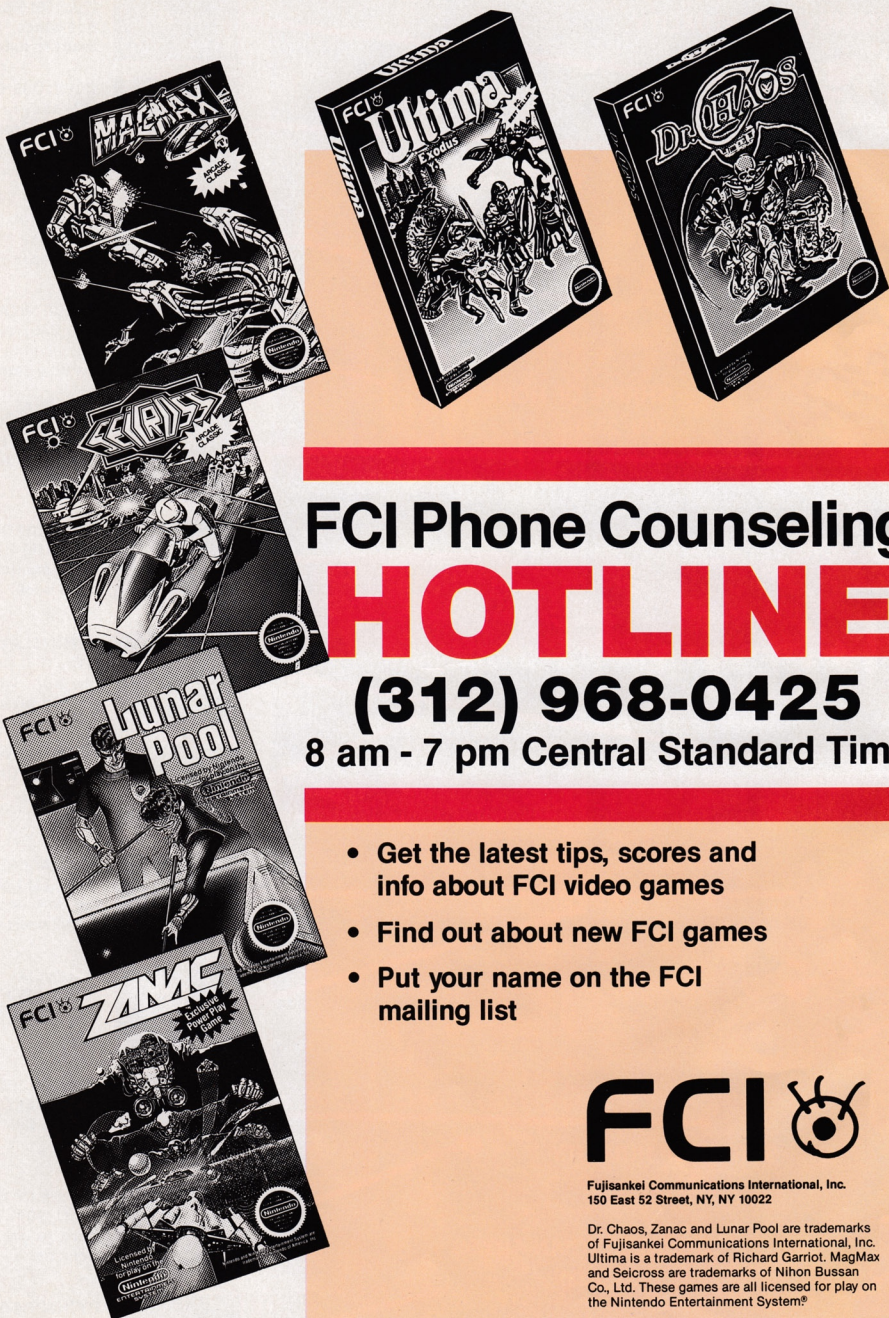
SECRET SHOAL
(208, 178) Dive in to find the Bell.



SHRINE OF HUMILITY
(215, 231) Use the Horn to get past the Demons.



HYTHLOTH DUNGEON
(240, 239) Find all three altars on the eighth level.



FCI Phone Counseling **HOTLINE** **(312) 968-0425** 8 am - 7 pm Central Standard Time

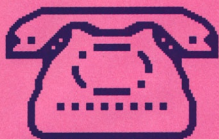
- Get the latest tips, scores and info about FCI video games
- Find out about new FCI games
- Put your name on the FCI mailing list

FCI

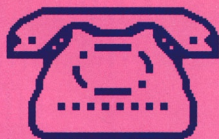
Fujisankei Communications International, Inc.
150 East 52 Street, NY, NY 10022

Dr. Chaos, Zanic and Lunar Pool are trademarks of Fujisankei Communications International, Inc. Ultima is a trademark of Richard Garriot. MagMax and Seicross are trademarks of Nihon Bussan Co., Ltd. These games are all licensed for play on the Nintendo Entertainment System®

Do You Want the Latest Info, Tips,
and Release Dates of Your Favorite
TOHO VIDEO GAMES?



THEN CALL THE



TOHO VIDEO GAME
HOTLINE
(708) 916-7665

**Talk directly to the game playing pros at Toho and find out
about the hottest info on Toho's great **GODZILLA®** game,
as well as additional news on all of Toho's exciting new
products like **CIRCUS CAPER!**TM**

Call us today for super tips and tricks on **GODZILLA®
and ask our staff of champs for more information on
joining the **Toho Game Club** to receive even more
updates on the galaxy of great games from Toho!**

GET YOUR QUESTIONS ANSWERED!

SCREEN PLAY

Elect6ronic Gaming and Beyond...

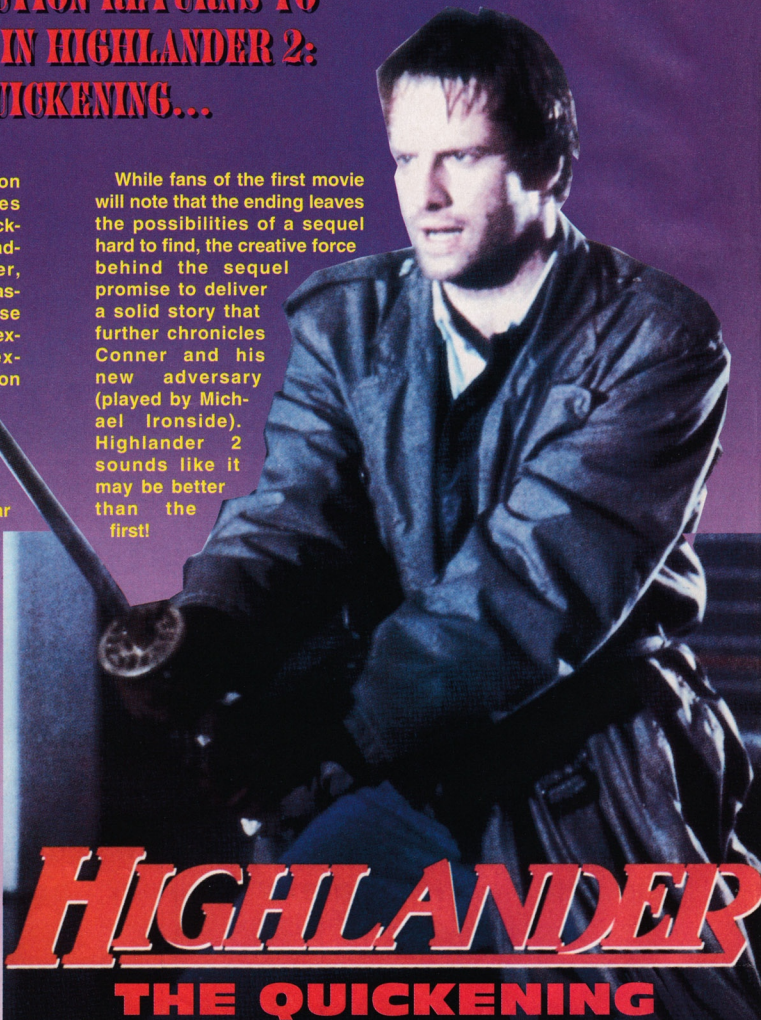
IMMORTAL ACTION RETURNS TO THE SCREEN IN HIGHLANDER 2: THE QUICKENING...

In 1986 a fantastic motion picture flew into theatres before departing just as quickly. This little-seen action adventure movie, *Highlander*, has since become a cult classic on video, allowing those who passed it by to finally experience this unrivaled extravaganza of science fiction and fantasy.

Those familiar with the first movie will remember that it detailed the life story of a man named Conner Macleod. This particular life story, however, spanned more than 400 years! Conner, it appears, is of a very special race of immortals who travel the world, eliminating each other with precision cuts across the neck, until - as thier fable tells it - only one survives. This victor is then given "the prize" a special gift that will allow the immortal to become human, but still influence the thoughts of every man on the face of the Earth.

Very soon the second chapter of Conner Macleod's life will be told in the upcoming motion picture, *Highlander 2: The Quickening*. Reuniting most of the cast for what is sure to be an explosive sequel!

While fans of the first movie will note that the ending leaves the possibilities of a sequel hard to find, the creative force behind the sequel promise to deliver a solid story that further chronicles Conner and his new adversary (played by Michael Ironside). *Highlander 2* sounds like it may be better than the first!



WIN A SHADOW OF THE NINJA GAME FROM EGM!!

10 CHANCES TO WIN!!



Here is your chance to win one of the best Nintendo ninja games of all time! It's a first rate title with great two player cooperative game play!

And it could only come from Natsume! We think this new up and coming company shows great promise not only in their game "Shadow of the Ninja" but also in their next NES title - "S.C.A.T."! That's why we gave Natsume our 1990 award for "One of the most promising game companies" of 1990!



In this excellent game you, or you and a friend in the 2 player cooperative mode, must fight your way through 5 levels of non-stop action using real ninjitsu weapons and moves! Then take on the huge bosses which many times fill the entire screen!

It's easy to enter, no purchase is necessary. All you have to do is send your name, address, age and phone number on a postcard to:

Electronic Gaming Monthly
c/o "Shadow of the Ninja Contest"
1920 Highland Avenue, Suite 300
Lombard, Illinois 60148

All entries must be received by January 30, 1991 to be eligible. Watch for the April, 1991 issue of EGM to see if you won!

Contest Rules: All entries must be postmarked by January 30, 1991 and EGM or the judges are not liable for lost or misdirected mail. Void where prohibited. No purchase necessary to enter. The 10 winners will be chosen at random; odds of winning will depend on the number of entries submitted. The decision of the judges will be final. Employees and families of Sendai Publications are not eligible.

Presenting The All New
DIE HARD
 GAMERS CLUB

SPECIALIZING IN JAPANESE GAMES & SYSTEMS

Owned And Operated By Die Hard Game Players Just Like You! We Get The Games Fast Because We Want Them As Bad As You Do! We Offer Fast Delivery, Personalized Service And Fair Prices On The Games And Systems You Want Now!

(If You Don't See It Here, Call And We'll Get It!)



NEW MEGA DRIVE: PC ENGINE:

Dynamite Duke ...	\$78.99	F1-Circus	\$74.95
Shadow Dancer	78.99	Batman	74.95
Burning Force	78.99	Ninja Spirit	74.95
AxIs	78.99	Ninja Warriors	74.95
Wrestle War	78.99	Mr. Heli	74.95
Tel Tel Stadium	78.99	Atomic Robo Kid ...	74.95
Aero Blaster	78.99	Power Drift	74.95
Atomic Robo Kid ...	78.99	Super Star Soldier ..	74.95
Crackdown	78.99	Gomola Speed	74.95
Mickey Mouse	78.99	Veigues	74.95
Ka-Ge-Ki	78.99	Vallis II	74.95
Monster World 3	78.99	Vallis III	74.95
Road Buster	78.99	Etc, Etc...	
Arrow Flash	78.99		
Gain Ground	78.99		
Ringside Angel	78.99		
Granada	78.99		
Star Cruiser	78.99		

SUPERGRAFX:

Grand Zot	\$89.99
Ghouls & Ghosts	89.99
Battle Ace	79.99
(More On The Way)	

SYSTEMS

Supergrafx	\$349
Coregrafx	\$249
CD ROM	\$399
Mega Drive	\$159
Genesis	\$165
Turbografx	\$135
Neo-Geo	Call
PC Engine Portable ..	Call



Call Toll Free **1-800-348-3388** For Fast Delivery
 Or Visit Our Store At 19640-C Ventura Blvd., At Corbin, Tarzana, CA
 Inside CA Call **818-342-4756** or FAX it **818-342-6049**

THE GAME TRAIN

FIRST STOP, CUSTOMER SATISFACTION



**TRY US ONCE AND
 YOU'LL SEE, WE ARE
 THE # 1 SOURCE FOR
 ALL VIDEO GAMES!**

HERE'S WHY:



FREE SHIPPING!
 (UPS GROUND ONLY)



LOWEST PRICES!



**FREE MONTHLY
 NEWSLETTER!**



FREE MEMBERSHIP!



**CONTESTS EVERY
 MONTH!**



C.O.D.'S ACCEPTED!
 (\$4.00 FEE)



2 DAY AIR - \$3.00!
 (\$0.50 EACH ADD'L GAME.)



1 DAY AIR - \$5.00!
 (\$0.50 EACH ADD'L GAME.)

LOOK AT THESE GREAT PRICES!!!!

GENESIS	175.00
TURBO 16	145.00
LYNX	159.00
NEO GEO	CALL

**WE CARRY GAMES FOR ALL
 SYSTEMS.**

CALL FOR FREE PRICE LIST



PRICES AND POLICIES ARE SUBJECT TO
 CHANGE W/O NOTICE. 1990 TGT INC.

**TO ORDER CALL OR WRITE:
 (203) 664-3600**

**THE GAME TRAIN
 112 NOD RD. #17
 CLINTON, CT 06413**

■ NEO GEO
 ■ Mega Drive
 ■ Genesis • TurboGrafx
 ■ New • Used • Exchange
 ■ Express Service • Scan
 ■ Lowest Titles • Lowest Prices
 ■ Amelcon NEO GEO System and Games...Scan!
 ■ Genesis \$189 • TurboGrafx \$149
 ■ NEO-GENE Game Exchange Service \$50
 ■ Japanese Magazines for
 Super Famicom • Mega Drive • PC Engine (\$15)
 Win a Free NEO GEO (\$400)
 & TurboExpress (\$275) - Call for Details
 818-760 GAME (4263)
 (1100am-7pm PST - 7 days)

11300 Ventura Blvd., Suite 1 • Studio City, CA 91604
 Visit California's Largest Game Store
 Order our 199 Video Game Catalog \$3
 COB • MFC • VISA

CHIPS & BITS

NEO GEO \$380 • GAMES \$175

SEGA GENESIS			TURBO 16 GRAFX				
GENESIS System	\$179	Lakers vs Celtics	\$46	TurboExpress	\$249	King of Casino	\$40
Arcade Power Stick	\$43	Last Battle	\$45	TurboGrafx 16	\$149	Last Alert	\$47
Control Pad	\$20	Madden Football	\$46	Turbo CD Player	\$359	Legendary Axe	\$39
Power Converter	\$32	Mickey Mouse	\$42	TurboBooster	\$29	Legendary Axe II	\$41
After Burner II	\$42	Moudu's Fight	\$42	TurboBooster Plus	\$46	Magical Dinosaurs	\$47
Air Diver	\$44	Moonwalker	\$42	TurboPad	\$19	Military Madness	\$47
Alex Kidd Castle	\$35	Mystic Defender	\$48	TurboStick	\$37	Monster Lair	\$47
Atomic Robo Kid	\$44	Phantasy Star II	\$59	TurboTap	\$19	Moto Racer	\$41
Baseball Lasorda	\$52	Phelios	\$45	Alien Crush	\$39	Neutopia	\$47
Ball Pit Riley	\$42	Populous	\$46	Blazing Lazers	\$47	Ninja Spirit	\$49
Boxing B Douglas	\$42	Rambo III	\$45	Bloody Wolf	\$49	Ordinary	\$47
Budokan	\$44	Revenge Shinobi	\$52	Bonk's Adventure	\$47	Pac - Land	\$39
Burning Force	\$45	Shadow Blasters	\$44	Boxboy	\$37	Power Golf	\$47
Columbus	\$29	Shove It	\$47	Bravoman	\$47	Psychosis	\$39
Cyberball	\$42	Soccer	\$35	Chew Man Fri	\$39	R-Type	\$56
Dick Tracy	\$42	Space Harrier II	\$45	China Warrior	\$37	Shanghai	\$34
Dynamite Duke	\$42	Strider	\$56	Cratermaze	\$39	Sideways	\$45
E-SWAT	\$42	Super Hang-On	\$45	Cyber Core	\$47	Sonic Spike	\$37
Final Zone	\$44	Super Hydride	\$47	Deep Blue	\$39	Space Harrier	\$56
Fire Shark	\$43	Super Monaco GP	\$42	Devil's Crush	\$47	Splatter House	\$49
Football J Montana	\$42	Super Thndr Blade	\$45	Double Dungeons	\$47	Super Volleyball	\$39
Forgotten World	\$48	Sword of Vermillion	\$59	Dragon Spirit	\$41	Tactical Gladiators	\$47
Ghostsbusters	\$42	Target Earth	\$47	Dragon's Curse	\$39	Taken! It to the Hoop	\$39
Ghouls 'N Ghosts	\$48	Techno Cop	\$47	Drop Off	\$39	Tiger Road	\$47
Golden Axe	\$52	Thunder Force II	\$48	Dungeon Explorer	\$47	Timeball	\$40
Golf Arnold Palmer	\$46	Thunder Force III	\$49	Fantasy Zone	\$37	TV Sports Football	\$47
Hard Driving	\$47	Trampoline Terror	\$39	Fighting Street	\$47	Vallis II	\$47
Hell Fire	\$43	Truston	\$48	Final Lap Twin	\$47	Victory Run	\$29
Herzog Zwei	\$39	Whip Rush	\$44	Final Zone II	\$47	Vigilante	\$47
Insector X	\$44	Wrestling	\$42	Galaga '90	\$29	World Baseball	\$29
Kageki	\$54	Zany Golf	\$46	JJ and Jeff	\$39	World Court Tennis	\$39
Klax	\$44	Zoom	\$39	KLAX	\$43	Y's Book I & II	\$47

No Surcharge for Mastercard or Visa. Shipping by UPS Ground or US Mail \$3. UPS 2 Day Air \$5. CODs \$3.
 TURBOGRAFX16: We buy Used at \$25 less than our new price. We sell Used at \$10 less than our new price.
 SEGA GENESIS: We buy Used at \$30 less than our new price. We sell Used at \$15 less than our new price.
ALL ADVERTISED PRICES ARE FOR NEW CARTRIDGES.
 PO Box 234 Rochester VT 05767 • CALL 802-767-3033

KEEP YOUR CASH!

BUY • TRADE
RENT • SELL

TRADE-IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS & SAVE \$5 - \$100.00 FOR EACH ONE WE NEED!

THE BEST SELECTION & PRICES

Video Games & Systems

Mega Drive • Nintendo • Genesis • Sega • Game Boy • Turbo Graphics
Neo Geo • Lynx • Japanese Games & Systems

Radio Controlled Vehicles

Associated Electrics • MRC • Futaba • MRP • Traxxas

Skateboards • Clothing • Sneakers

Airwalk • Powell • SMA • H-Street • Blind • Indy • Santa Cruz
Slot Cars • Splatball Eq. • Kites • Frisbees • Models • 35mm Cameras & Film

SAVE \$1.00 OFF
any purchase
with this Ad Min. \$25.00 • 1 per customer

HO-RC HOBBIES
VIDEO GAME TRADE-IN CENTER
982 Monroe Ave. • Rochester, N.Y. 14620 • (716) 244-4643

**The U.S. National
Video Game Team**



The U.S.
National Video
Game Team
recognizes
these players
for their
outstanding
game playing
achievements

U S A

TOP SCORE CLUB

VIDEO GAME HIGH SCORES Effective October, 1990

Game of the Month High Scores!!

This Month's Game...

TARGET EARTH

1. Randy Lewis

79,172,540

2. Tad Spencer
3. Mike Mack
4. Eric John
5. Jordan Stone

69,522,472
64,015,596
39,818,439
23,434,589



**Send Scores For...
SHADOW OF NINJA
All entries by Jan. 31**

NINTENDO

Game	Score
Abadox	88,000
After Burner	14,335,970
Bad Dudes	699,990
Batman	6,502,300
Burai Fighter	100,000
Contra	6,553,500
Double Dragon	236,130
Double Dragon 2	399,680
Godzilla	9,646,700
Guerilla War	219,400
Karnov	534,500
Marble Madness	76,800
Mega Man	9,999,700
Metal Gear 2	Finished
Paperboy	191,300
P.O.W.	311,500
Rad Racer	39,443
Rampage	81,900
Road Blasters	999,999
Robowarrior	701,800
Rolling Thunder	92,100
Sky Shark	1,043,570
Star Soldier	4,290,000
Super Mario Bros. 3	9,999,990
Tetris	307,879
TMNT	2,184,100

Player

Mike Miller
Jeff Yonan
Jad Funk
Jeff Adkins
Target Score
Josh Winter
Josh Winter
Chris Hoffman
David Wright
Stefan Zarzynski
Ralph Mendes
Steve Ryno
Jason Sinclair
Sergid Strugar
Glenn Stockwell
David Wright
David Wright
Leslie Ford
Ralph Balbagallo
Donn Nauert
Ray Severence
Jeff Yonan
Edowland Charbonneau
Sergio Stugal
Dean Enser
Chris Hoffman

WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Shadow of the Ninja must be received by January 31, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

SEGA

TURBO

GENESIS

ARCADE

Game	Score	Player
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	744,865	Max Rockafellow
Rastan	2,828,800	Brian GauDreault
R-Type	1,128,500	Brian GauDreault
Shinobi	940,100	Brian Herrmann
Space Harrier	7,266,990	Bill Day
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lasers	24,523,070	Jim Hakola
Bloody Wolf	2,194,300	Conrad Cheslock
Bonk's Adventure	849,080	Jason Walinske
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Legendary Axe	4,246,450	Brandon Fish
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia

Game	Score	Player
After Burner 2	20,380,300	Dan Lee
Altered Beast	4,682,500	Lee Venteicher
Air Diver	77,077,000	Scott Wimpari
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	11,326,000	Jonathan Paleologos
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	39,818,439	Eric John
Thunder Force 3	5,397,300	Martin Alessi
Truxton	3,331,050	Tony DeSilvy

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

**Send Your
High Scores
to the Pros
at the U.S.
National
Video Game
Team and
Win Your Bid
At Video
Immortality!
Enter Our
Competition
and Send
Your Scores
to the Mag
that Ranks
the Best
Players in
the World!**

**CALL THE U.S. NATIONAL VIDEO GAME TEAM
TODAY FOR YOUR "TOP 100" RANKING ON EVERY
GAME (BOTH HOME AND ARCADES) EVER MADE!**

WHERE CAN I BUY JAPANESE VIDEO GAMES? FROM SCI, THE AWESOME VIDEO GAME STORE!!

Introducing the SCI Video Game Service, bringing you the best video games from around the world! No matter which systems you own, SCI has the games you want at a price that won't send you into orbit! SCI is the largest importer of video games from Japan, working to bring you high-quality products months before they arrive on store shelves (if they will arrive at all)! Check out our lists of games and you'll agree that SCI is the only place to turn to for your Japanese games and systems!

WHY SCI IS THE BEST...

- We specialize in Japanese games and systems!
- We buy direct from Japan and pass along our savings to you!
- We have most games and systems in stock NOW!
- You can also pre-order exciting games and systems not released!

CALL THE SCI VIDEO GAME SERVICE FIRST!!

1-816-741-8522

Call today for the lowest prices on Japanese video games compatible with the Sega Mega Drive, NEC PC Engine, SNK Neo-Geo as well as a wide selection of American games! We can get almost any Japanese games at competitive prices, so call SCI first!

SEGA MEGA DRIVE PICK-HITS!!

STRIDER



The hot arcade action game comes to the Sega 16-Bit as the largest cart yet: a full eight meg! Superb graphics and plenty of challenge!

ONLY \$79.99

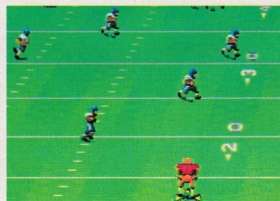
INSECTOR-X



A spectacular shooter with vivid graphics, smooth animation and lots to shoot. Boss creatures fill the screens of five levels of battle!

ONLY \$79.99

MADDEN FOOTBALL



The most spectacular football game ever created! John Madden football features head-to-head and tournament play that is superb!

ONLY \$59.99

Other Mega Drive Titles...

Osumatsu	Action	\$54.99	Curse	Shooter	\$69.99	Final Blow (Boxing)	Sports	\$74.99
Rambo 3	Shooter	\$59.99	Basketball	Sports	\$69.99	Psy-O-Blade	RPG	\$74.99
Super Military	Simul.	\$64.99	New Zealand Story	Action	\$72.99	Sorcerian	RPG	\$62.99
Crackdown	Maze	\$79.99	Darwin 4081	Shooter	\$67.99	Whip Rush	Shooter	\$74.99
Super Monaco GP	Driving	\$74.99	After Burner 2	Shooter	\$74.99	DJ Boy	Action	\$69.99
Power Drift	Driving	\$74.99	Atomic Robo-Kid	Shooter	\$69.99	Twin Hawk	Shooter	\$64.99
Fire Shark	Shooter	\$79.99	Shadow Blasters	Action	\$74.99	Columns	Puzzle	\$74.99
Junction	Puzzle	\$74.99	Hellfire	Shooter	\$74.99	Phelios	Shooter	\$79.99
Dynamite Duke	Shooter	\$74.99	Monster Lair	Shooter	\$79.99	E-SWAT	Action	\$74.99
Rainbow Island	Action	\$79.99	Wrestle War	Sports	\$74.99	Gain Ground	Maze	\$74.99

JAPANESE GAMES?

Mega Drive Titles... PC ENGINE PICK-HITS!

Crackdown	Maze	\$79.99
Kuhyako-Oh	RPG	\$74.99
Mahjong Cop	Puzzle	\$74.99
Power League	Sports	\$74.99
Shove-It!	Puzzle	\$74.99
Terrible Village		\$74.99
Truxton	Shooter	\$74.99
Dick Tracy (Sept.)	Action	\$79.99
Strider (Oct.)	Action	\$79.99
Insector-X	Shooter	\$74.99
Super Monaco GP	Driving	\$74.99
Power Drift (Nov.)	Driving	\$74.99
Shadow Dancer	Action	\$79.99

XE1-Joystick with
Turbo and Slow-Mo **\$59.99**

Sega Mega Drive **199.99**

ARMED 'F'



Spectacular shooter in the same look and feel as Blazing Lazers. Power-ups, Bosses and tons of firepower populate this blaster!

ONLY \$74.99

BATMAN



Guide the super hero through the city in search of his arch-nemesis! Great intermission graphics highlight this action/maze game.

ONLY \$87.99

SUPER GRAFX



The ultimate NEC system! A powerful NEW processor allows the Super Grafx to display even more detailed images than the PC Engine! In addition to playing outstanding NEW games like Battle Ace and an 8-Meg Ghouls and Ghosts, the Super Grafx can also play ALL existing PC Engine games as well! You get two system in one! Comes by itself with no game.

ONLY \$299.99

Battle Ace	Shooter	\$74.99
Gran Zort	Action	\$84.99
Ghouls and Ghosts	Action	\$99.99

More PC Engine Titles...

King of Casino	Gamble	\$69.99	Psycho Chaser	Shooter	\$64.99
Be-Ball		\$58.99	Oedo 808		\$72.99
Drop-Lop Hora		\$65.99	Powered Lift		\$77.99
Sol Bianca	RPG	\$69.99	Ninja Warriors	Action	\$66.99
Nacros		\$75.99	Son Son 2	Action	\$56.99
Barumba	Shooter	\$75.99	Cyber Core	Shooter	\$65.99
Bagus		\$74.99	New Zealand Story	Action	\$72.99
Formation Soccer	Sports	\$61.99	Mr. Heli	Shooter	\$69.99
Splatterhouse	Action	\$75.99	Atomic Robo-Kid	Shooter	\$76.99

PC Engine CD-ROM Titles...

(Fully compatible with the TurboGrafx-16 CD-ROM player)

Final Zone		\$75.99
Death Bringer	RPG	\$80.99
Golden Axe	Action	\$75.99
Super Darius	Shooter	\$75.99
Red Alert	Shooter	\$77.99

GameBoy Games...

Batman	Action	\$24.99
Lock-N-Chase	Maze	\$36.99
Baseball Kids	Sports	\$36.99
Flipull	Puzzle	\$34.99
Funny Field	Puzzle	\$34.99
Dead Heat Scrble	Driving	\$36.99
Navy Blue	Simul.	\$29.99
Othello	Board	\$29.99

NINTENDO 16-BIT

The 16-Bit system from Nintendo is almost here! Pre-order your own Super Famicom today and get in on the next generation of Nintendo play! We will only receive a limited number of these systems in time for Christmas delivery so call today to secure your Super Famicom and order great games like Super Mario 4 and others! Due in late November.

ONLY \$299.99

PLEASE NOTE: We will accept COD orders - call for details. All orders in stock are shipped within 48 hours. Call for postage rates on orders for accessories, systems and larger orders. Discounts available on large orders. All Missouri orders must pay 6.475% sales tax. Any refunds or exchanges are subject to a 5% handling charge or \$3.50, whichever is greater. We reserve the right to change policies, prices or specials at any time without prior notice. No refunds, credits or exchanges without prior authorization. All defective games can be exchanged for the same game. We make no guarantees for product performance. Once your order is placed, it cannot be changed without authorization. All games you wish to reserve must be paid in advance. Sega, Sega Genesis, Sega Mega Drive, NEC TurboGrafx, PC Engine, GameBoy and Nintendo are registered trademarks and are not related to us nor are we endorsed by them. Prices are subject to change without notice. We are not responsible for typographical errors. Some orders may take longer to process due to verification of orders, unavailability of product or other things beyond our control. All games that are preordered cannot be cancelled or refunded-only credit will be issued towards a future purchase. © 1990 by SCI-The Awesome Video Game Store!

GAME OVER!



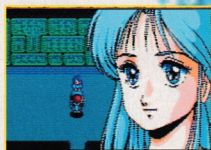
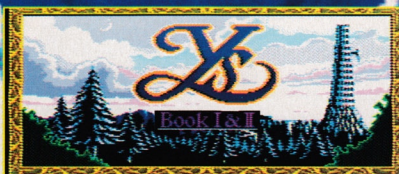
ADOL



LILIA



After defeating Darm and restoring Y's to a state of peace, Adol and friends have a victory party!



FEENA



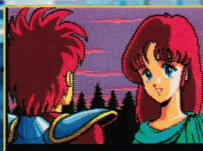
DARM



Adol faces the evil Darm at the Y's core in Solomon Shrine.



THE END?



USA Boy™

Only you can save Maria



**Exciting Fight Action.
This is the Ultimate Battle.**

The characters pictured here will be slightly different on the screen.



Available
from November

KANEKO™

KANEKO U.S.A., LTD.
1370 Busch Parkway, Buffalo Grove, IL. 60089
Tel: 708-808-1370 Fax: 708-808-1375

© KANEKO CO., LTD. 1990

Under license by
SEGA ENTERPRISES LTD.
For use on the
SEGA GENESIS System.



THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED

**FREE
T-SHIRT OFFER!**
See details
below

1 or 2
players

The mad emperor Garuda rules the capital city. With his army of followers, he has constructed a fortress that has withstood all armed resistance. His forces have crushed all opposition. Yet, he is worried...

Out from the shadows, two figures appear. Moving as silently as ghosts, they stalk the war zone. Garuda knows and fears these invaders, for they are Ninjas- the world's most dangerous warriors.

Join the Ninjas on their mission to overthrow the evil emperor and destroy his empire from within.

- *Uncover hidden weapons to increase your power.*
- *Master the hidden arts of Ninjitsu to defeat the enemy.*
- *Two Ninjas, Two players, Too Much!*

To receive a free Natsume T-shirt, send 2 UPC labels from any Natsume product with \$2.00 (for postage and handling) to:

NATSUME T-Shirt Offer
1243A Howard Ave.
Burlingame, CA 94010.

Allow 4-6 weeks for delivery. Offer good through 2-28-91 or while supplies last.

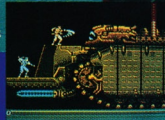
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

NATSUME

Natsume Inc.
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

© 1990 NATSUME INC.

NATSUME IS A TRADEMARK
OF NATSUME INC.



Licensed by Nintendo®
for Play on the
Nintendo
ENTERTAINMENT
SYSTEM

